

GAMER

**GAMING
RETRO
TECH
NEWS**

15th July 2025

Franchise Special

**COMMAND
&
CONQUER**

GAMER

**GAMING
RETRO
TECH
NEWS**

15th July 2025

Franchise Special

**COMMAND
&
CONQUER**

GAMER

GAMING RETRO TECH NEWS

15th July 2025

Franchise Special

COMMAND & CONQUER

WILLOW GAMES & CO. QU
RED ALLER

COMMAND & CONQUER



GAMER

1995 – Command & Conquer

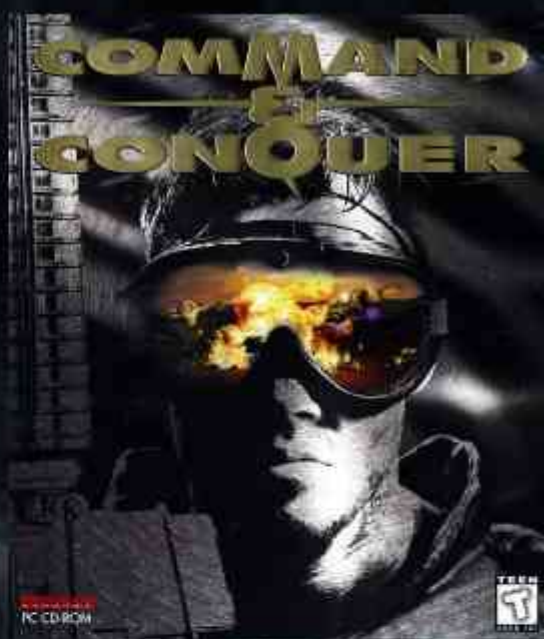
"Command & Conquer" is a real-time strategy (RTS) video game developed by Westwood Studios and released in 1995.

It is notable for being one of the first games in the RTS genre to achieve significant commercial success and critical acclaim.

Game features two main factions: the Global Defense Initiative (GDI), a military coalition, and the Brotherhood of Nod, a secret society led by the charismatic figure Kane.

Players gather resources, build bases, and create armies to defeat their opponents. The game introduced unique units and structures for each faction, encouraging different strategies.

The narrative revolves around a conflict over a valuable mineral called Tiberium, which has mysterious and often dangerous properties. The storyline is presented through full-motion video cut scenes featuring live actors.



COMMAND & CONQUER



GAMER

1995 – Command & Conquer

"Command & Conquer" offers multiplayer modes, allowing players to compete against each other online or via local network.

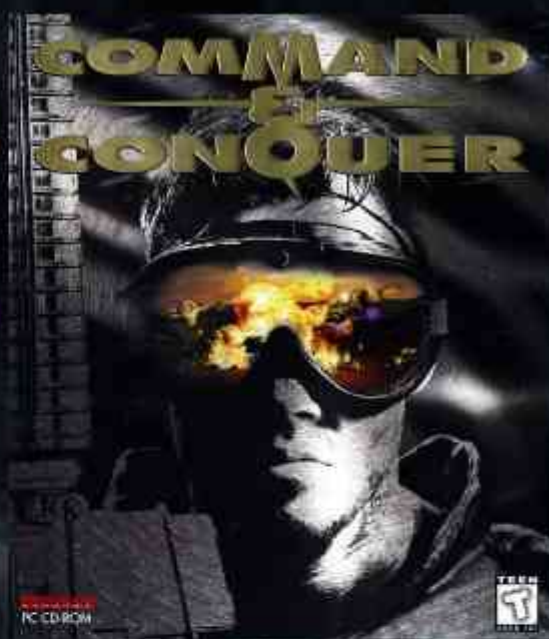
The game's success spawned numerous sequels and expansions, contributing to a franchise that includes games like "Tiberian Sun," "Red Alert," and many more.

It also popularized several gameplay mechanics still used in modern RTS games.

"Command & Conquer" is regarded as a landmark title in video game history, influencing the development of the RTS genre and setting standards for future games.

"Command & Conquer," released in 1995 by Westwood Studios, is a pioneering real-time strategy (RTS) video game known for its commercial success and critical acclaim.

It features two factions: the military-oriented Global Defense Initiative (GDI) and the secretive Brotherhood of Nod, led by Kane.



COMMAND & CONQUER



GAMER

1995 – Command & Conquer

Players engage in resource gathering, base building, and army creation, with unique strategies based on faction-specific units.

The storyline centers on a conflict over the mysterious mineral Tiberium, presented through live-action cut-scenes.

The game includes multiplayer modes and has inspired numerous sequels and expansions, solidifying its legacy as a fundamental title in the RTS genre.



COMMAND & CONQUER

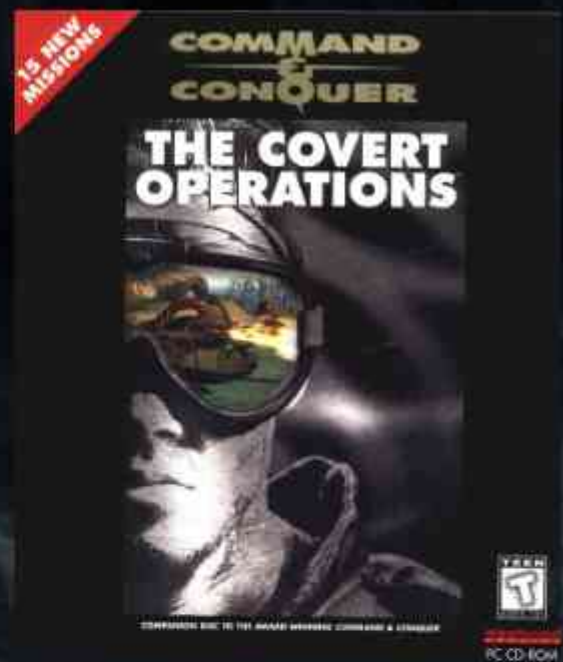
COMMAND & CONQUER



GAMER

**1996 – Command & Conquer
– The Covert Operations**

"Command & Conquer: The Covert Operations" is an expansion pack for the original "Command & Conquer," developed by Westwood Studios and released in 1996.



This expansion introduced new single-player missions and added additional multiplayer options.

Key Features of "The Covert Operations":

New Campaigns: The expansion contains two new campaigns with a variety of missions. These campaigns feature both GDI (Global Defense Initiative) and NOD (Brotherhood of Nod) factions, continuing the narrative established in the base game.

Mission Variety: The missions in "The Covert Operations" offer diverse objectives that often require different strategies, including stealth missions, base-building challenges, and direct assaults on enemy installations.

COMMAND & CONQUER

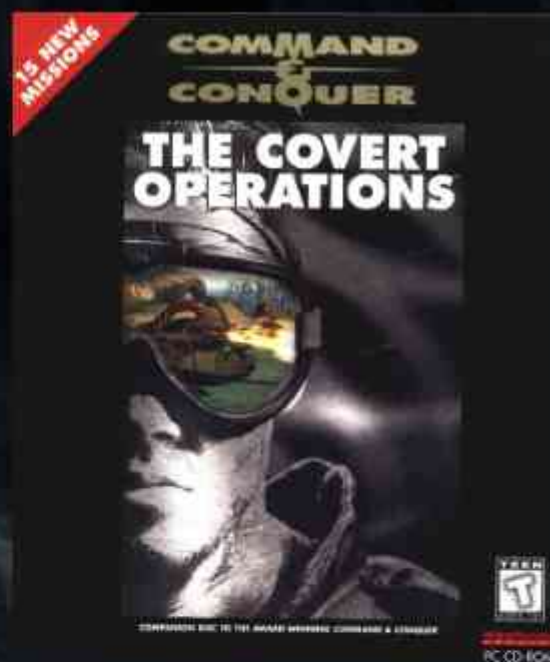


GAMER

**1996 – Command & Conquer
– The Covert Operations**

New Units and Technologies:

While the core factions remained largely the same, the expansion introduced some new units and structures, enhancing the strategic depth and gameplay options.



Multiplayer Enhancements: The expansion pack also improved multiplayer gameplay, allowing for more players and additional maps to be used in competitive scenarios.

Gameplay Mechanics: The gameplay retained the classic real-time strategy (RTS) mechanics that made the original game popular, including resource management, building bases, and commanding units in combat scenarios.

Increased Replayability: With the addition of new missions and multiplayer maps, "The Covert Operations" increased the replayability of the game, keeping players engaged for longer periods.

COMMAND & CONQUER



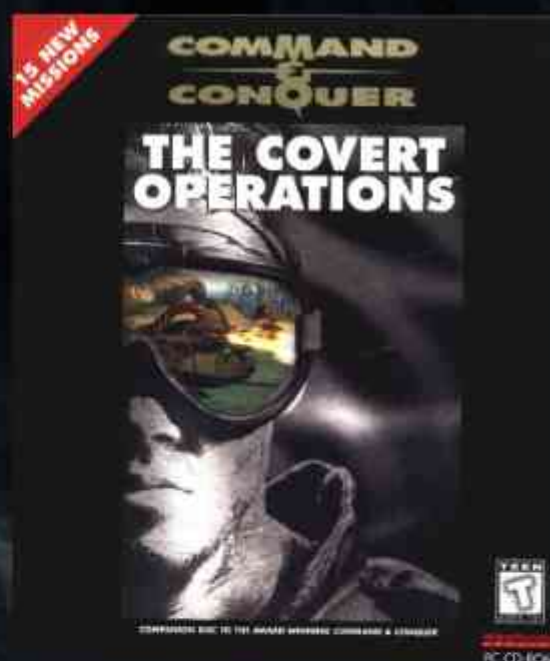
COMMAND & CONQUER



GAMER

1996 – Command & Conquer – The Covert Operations

Overall, "Command & Conquer: The Covert Operations" is remembered as a significant expansion that enriched the gameplay experience of the original "Command & Conquer," contributing to the legacy of the series in the RTS genre.



"Command & Conquer: The Covert Operations" is a 1996 expansion pack for the original "Command & Conquer." It adds:

2 new campaigns with varied missions for GDI and NOD

Diverse objectives, including stealth missions and base-building challenges

New units and technologies for core factions

Improved multiplayer options, including more players and maps

Classic real-time strategy mechanics

The expansion increases the game's replayability and enhances the overall experience of the original game.

COMMAND & CONQUER



GAMER



1996 – Command & Conquer: Red Alert

Command & Conquer: Red Alert is a real-time strategy (RTS) game developed by Westwood Studios and released in 1996.



It is part of the Command & Conquer series and serves as a prequel to the original game.

The game is set in an alternate history during the Cold War.

It starts with a timeline where Albert Einstein travels back in time to eliminate Adolf Hitler before World War II can start.

This act inadvertently leads to a power struggle between the Soviet Union and the Allied forces.

Players can choose to play as either the Allies or the Soviets, each having unique units and strategies.



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

COMMAND & CONQUER RED ALERT

**1996 – Command & Conquer:
Red Alert**

The game features base construction, resource management, and military strategy, allowing players to build structures, gather resources, and create units to defeat their opponents.

Multiplayer and Single-player Modes: Players can engage in single-player missions or play against others in multiplayer mode.



COMMAND & CONQUER



GAMER

**1996 – Command & Conquer:
Red Alert**

Varied Units: Each faction has access to a range of units, including infantry, vehicles, and aircraft.

Technology Tree: Players can advance their technology via research, unlocking new units and abilities.



Iconic Missions: The game is known for its memorable missions and story-driven campaigns.

Command & Conquer: Red Alert was praised for its engaging gameplay, innovative mechanics, and compelling story.

It spawned several expansions—most notably “Red Alert: Aftermath”—and led to sequels and remakes, solidifying its place in gaming history.

Its distinct style, including its unique mix of historical settings and futuristic technology, has left a lasting influence on the RTS genre.



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

1996 – Command & Conquer: Red Alert

Fans continue to celebrate the game for its entertaining gameplay, memorable soundtrack, and unique atmosphere, making it a classic in the world of strategy games.



****Command & Conquer: Red Alert**** is a 1996 real-time strategy game by Westwood Studios and a prequel to the original Command & Conquer.

Set in an alternate Cold War history, it begins when Albert Einstein travels back to kill Adolf Hitler, leading to a conflict between the Soviet Union and Allied forces.

Players can choose to play as either faction, each featuring unique units and strategies focused on base construction and resource management.



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

**1996 – Command & Conquer:
Red Alert**

**Key features include
multiplayer and single-player
modes, a variety of units, a
technology tree for
upgrading capabilities, and
memorable missions.**

**The game received acclaim
for its engaging gameplay
and story, spawning
expansions like “Red Alert:
Aftermath” and influencing
the RTS genre.**

**It remains celebrated for its entertaining
mechanics and distinctive blend of historical
and futuristic elements, solidifying its legacy as
a classic in strategy gaming.**



COMMAND
&
CONQUER
RED ALERT



COMMAND
&
CONQUER

COMMAND & CONQUER

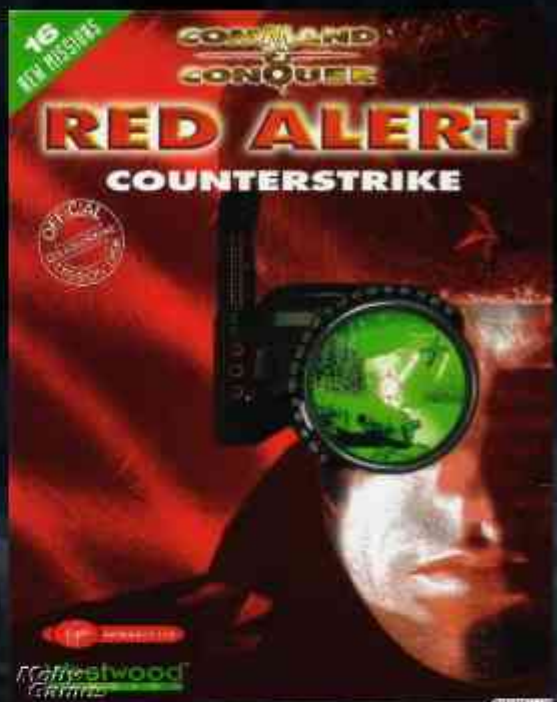


GAMER

**1997 – Command & Conquer:
Red Alert – Counter strike**

**"Command & Conquer: Red
Alert – Counter-strike" is an
expansion pack for the real-
time strategy game**

**"Command & Conquer: Red
Alert," which was released in
1996.**



**"Counter-strike" was released in 1997 and
added new content to the game, including new
missions, maps, and units.**

Here are some key features of the expansion:

****New Campaigns**:** "Counter-strike"
introduced additional single-player and
multiplayer campaigns, allowing players to
engage in new scenarios and plot-lines.

****New Units**:** The expansion included several
new units for both the Allies and the Soviets,
enhancing the strategic options available to
players.

**These units often featured unique abilities that
could change the dynamics of gameplay.**

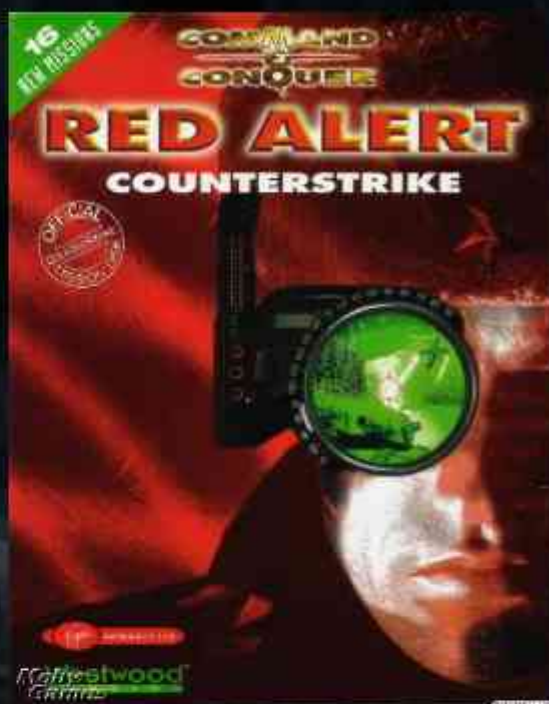
COMMAND & CONQUER



GAMER

**1997 – Command & Conquer:
Red Alert – Counter-strike**

****New Buildings**:** Players were provided with new structures that could be built in different maps, adding new strategic elements to base construction and resource management.



****Multiplayer Enhancements**:** "Counter-strike" improved the multiplayer experience, making it easier for players to connect and compete against each other.

****Expanded Gameplay**:** New gameplay mechanics and enhancements may have been introduced to improve overall balance and add depth to the strategy.

COMMAND
&
CONQUER
RED ALERT



COMMAND
&
CONQUER

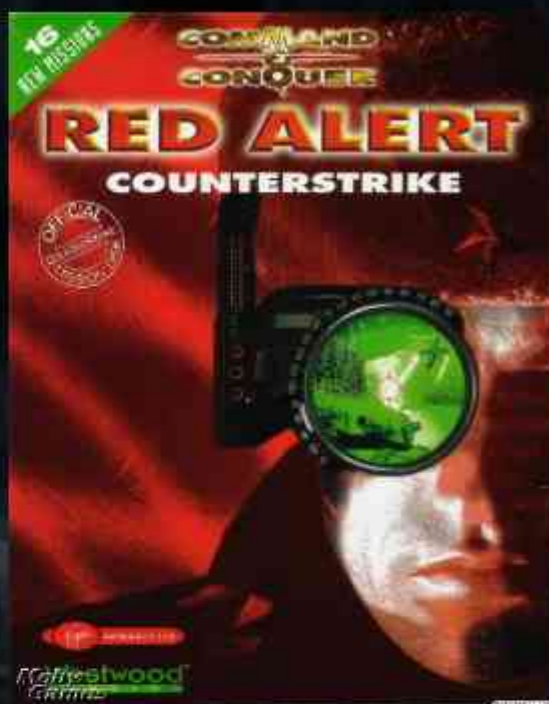
COMMAND & CONQUER



GAMER

**1997 – Command & Conquer:
Red Alert – Counter-strike**

**The "Command & Conquer:
Red Alert" series became
famous for its compelling
gameplay, engaging story-
lines, and memorable units,
and "Counter-strike"
contributed to the enduring
popularity of the franchise in
the realm of real-time
strategy games.**



**"Command & Conquer: Red Alert – Counter-
strike" is a 1997 expansion pack for the original
1996 real-time strategy game "Command &
Conquer: Red Alert."**

**It enhances the game with new single-player
and multiplayer campaigns, introduces
additional units with unique abilities for both
the Allies and Soviets, and adds new buildings
that enrich base construction and resource
management.**



COMMAND & CONQUER

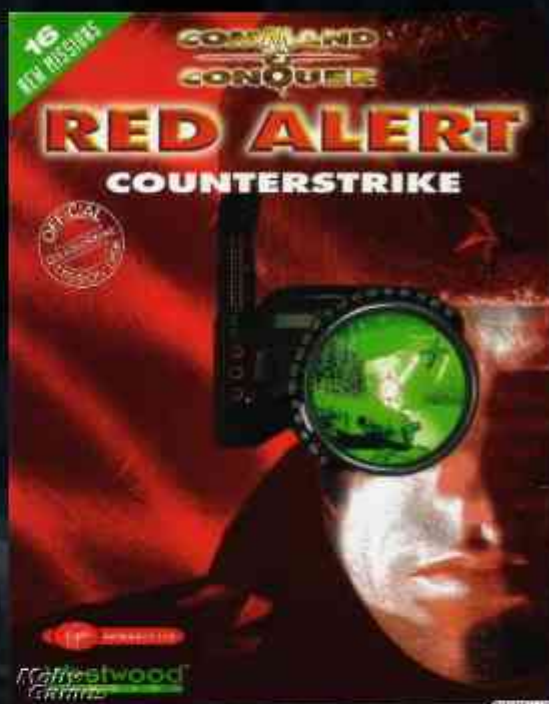


GAMER

**1997 – Command & Conquer:
Red Alert – Counter-strike**

**The expansion also improves
the multiplayer experience
and introduces gameplay
mechanics that enhance
balance and depth.**

**Overall, "Counter-strike"
contributed significantly to
the popularity of the
"Command & Conquer: Red
Alert" series.**



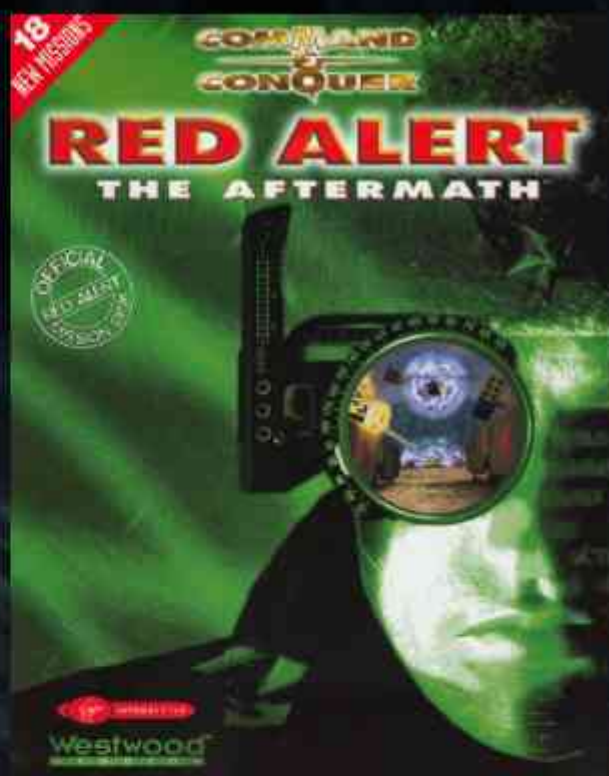
COMMAND & CONQUER



GAMER

1997 – Command & Conquer: Red Alert – The Aftermath

"Command & Conquer: Red Alert – The Aftermath" is an expansion pack for the popular real-time strategy game "Command & Conquer: Red Alert," which was developed by Westwood Studios and originally released in 1996.



"The Aftermath" was released in 1997, adding new content and gameplay features to the original game.

****New Factions**:** The expansion introduced two new factions, the "Soviets" and the "Allies," each with unique units and strategies.

****New Units and Structures**:** "The Aftermath" brought additional units and buildings for both existing factions and the new factions, enhancing gameplay diversity.

COMMAND
CONQUER
RED ALERT
THE AFTERMATH

COMMAND
&
CONQUER

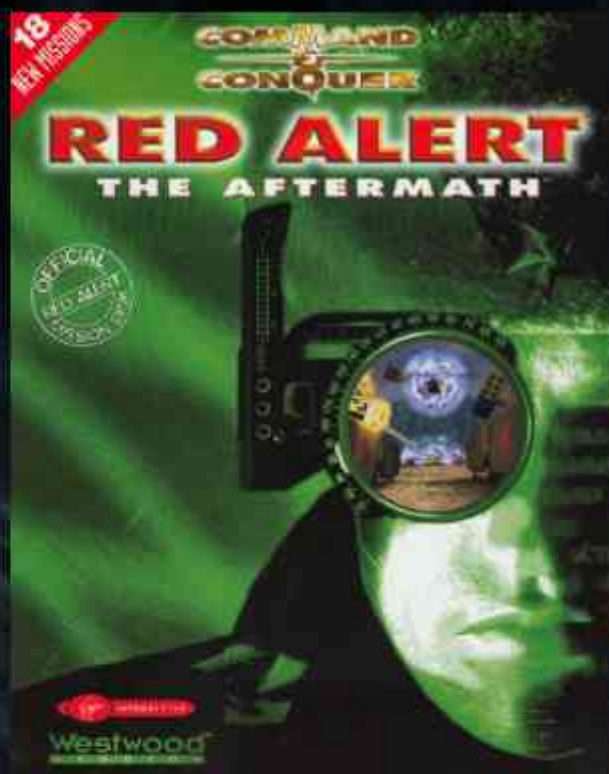
COMMAND & CONQUER



GAMER

1997 – Command & Conquer: Red Alert – The Aftermath

****Additional Campaigns**:** The expansion included new single-player campaigns that continued the storyline of "Red Alert," offering players more missions and challenges.



****Enhanced Multiplayer**:** It improved the multiplayer experience, allowing for more options in competitive and cooperative gameplay.

****Custom Scenarios**:** Players were given the tools to create custom scenarios and missions, fostering a community of players who could share their creations.

****Improved Graphics and Sound**:** The expansion included graphical improvements and enhanced sound effects to elevate the overall gameplay experience.

COMMAND
&
CONQUER
RED ALERT
THE AFTERMATH

COMMAND
&
CONQUER

**COMMAND
&
CONQUER**



GAMER

1997 – Command & Conquer: Red Alert – The Aftermath

"The Aftermath" was well-received by fans of the original game, as it provided a wealth of new content and extended the life of "Red Alert." It remained in line with the series' strong emphasis on strategy and competitive gameplay.

The success of the "Command & Conquer" franchise, including "Red Alert" and its expansions, helped solidify the genre of real-time strategy gaming in the late 1990s.

"Command & Conquer: Red Alert – The Aftermath" is a 1997 expansion pack for the real-time strategy game "Command & Conquer: Red Alert," developed by Westwood Studios. The expansion introduces new factions—the "Soviets" and the "Allies"—along with additional units and structures that enhance gameplay diversity.

**COMMAND
&
CONQUER
RED ALERT
THE AFTERMATH**

**COMMAND
&
CONQUER**

COMMAND & CONQUER



GAMER

1997 – Command & Conquer: Red Alert – The Aftermath

It features new single-player campaigns that extend the storyline, improves multiplayer options, and allows players to create custom scenarios.

The expansion also includes graphical and audio enhancements, contributing to a richer gaming experience. "The Aftermath" received positive feedback from fans, reinforcing the success of the "Command & Conquer" franchise and its impact on the real-time strategy genre in the late 1990s.



COMMAND
CONQUER
RED ALERT
THE AFTERMATH

COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

1998 – Command & Conquer: Red Alert – Retaliation

"Command & Conquer: Red Alert – Retaliation" is an expansion pack for the real-time strategy game

"Command & Conquer: Red Alert," originally released in 1996.



Retaliation was released in 1998 and was specifically designed for the PlayStation console.

****Gameplay**:** Retaliation retained the core gameplay mechanics of Red Alert, involving resource management, base building, and real-time tactical combat.

Players command units and structures from either the Allied or Soviet factions.

****Single-player Campaign**:** The expansion included a new single-player campaign, with missions that offered new challenges and story elements set in the Red Alert universe.

**RED ALERT
RETALIATION**

**COMMAND
&
CONQUER**

COMMAND & CONQUER



GAMER

1998 – Command & Conquer: Red Alert – Retaliation

****Multiplayer Options**:**

The game allowed players to engage in multiplayer battles, either locally or against others online, providing a competitive experience.



****New Units and Structures**:** Retaliation introduced new units and buildings to enhance gameplay and strategy, including unique abilities that could change the dynamics of battles.

****Graphics and Interface**:** The PlayStation version featured graphics that were adapted for the console, along with an interface designed for controller use.

**RED ALERT
RETALIATION**

**COMMAND
&
CONQUER**

COMMAND & CONQUER



GAMER

1998 – Command &
Conquer: Red Alert –
Retaliation

****Legacy**:** The Red Alert series is known for its alternate history narrative and engaging gameplay, and Retaliation further built on the franchise's popularity, helping to establish it as a beloved part of the real-time strategy genre.

Overall, "Command & Conquer: Red Alert – Retaliation" was well-received by fans of the franchise, as it provided additional content and gameplay experiences for both newcomers and veterans of the series.

"Command & Conquer: Red Alert – Retaliation" is a 1998 expansion for the 1996 real-time strategy game "Command & Conquer: Red Alert," designed for the PlayStation.



RED ALERT RETALIATION

COMMAND & CONQUER

COMMAND & CONQUER



GAMER

1998 – Command & Conquer: Red Alert – Retaliation

It maintains the original's key gameplay elements—resource management, base building, and tactical combat—allowing players to command either Allied or Soviet forces.



The expansion features a new single-player campaign with fresh missions, multiplayer options for competitive play, and introduces new units and structures that enhance gameplay.

The graphics were adapted for console use, making it accessible for players.

Overall, Retaliation was well-received, further solidifying the Red Alert series' reputation in the real-time strategy genre.

RED ALERT RETALIATION

COMMAND & CONQUER

COMMAND & CONQUER

1997 – Command & Conquer: Sole Survivor

"Command & Conquer: Sole Survivor" is a real-time strategy game developed by Westwood Studios and released in 1997.

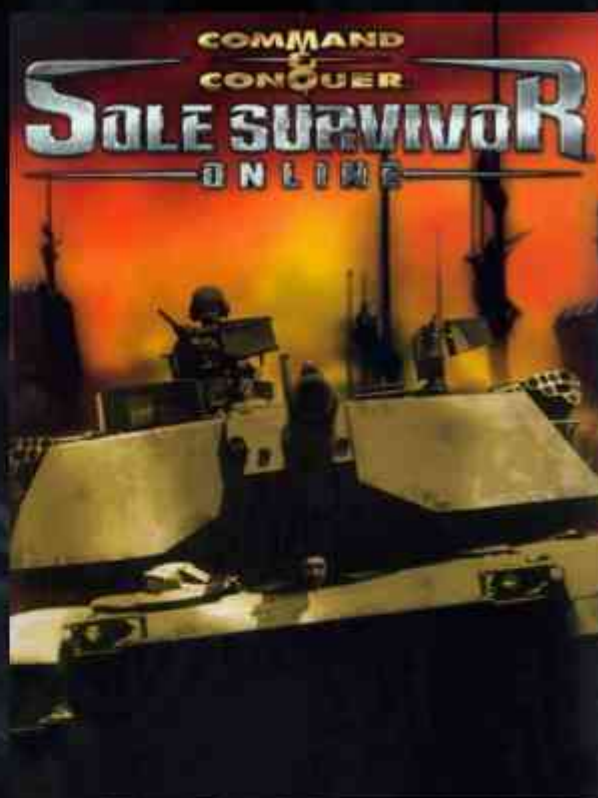
It diverges from the traditional Command & Conquer formula by focusing on a multiplayer experience instead of single-player campaigns.

In "Sole Survivor," players control a single character, which can be a soldier, and engage in combat against other players in an arena setting.

The game features factions from the Command & Conquer series, including GDI and NOD, and allows players to customize their units and abilities.

The objective is to be the last player standing, making it more of a battle royal experience compared to the strategy-based gameplay of other titles in the franchise.

GAMER



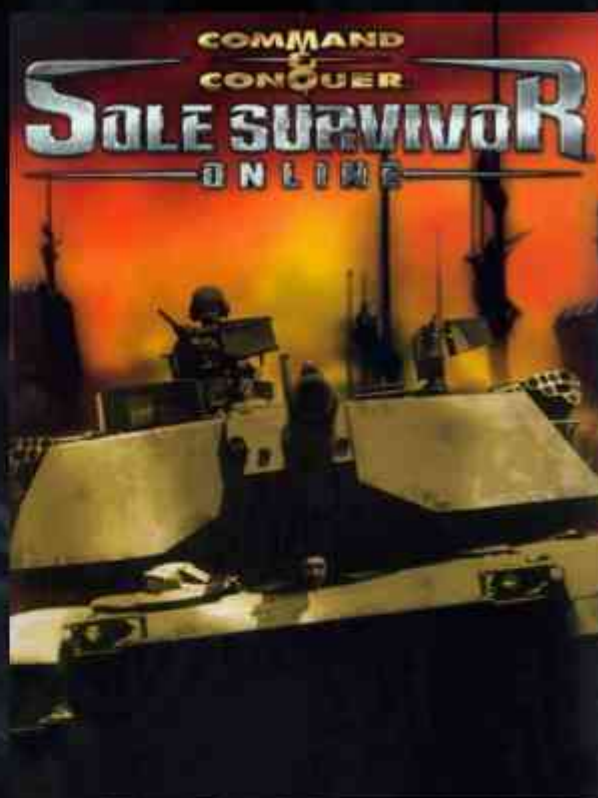
COMMAND & CONQUER

COMMAND & CONQUER

GAMER

1997 – Command & Conquer: Sole Survivor

While "Sole Survivor" received mixed reviews, it offered a unique twist on the well-known Command & Conquer series and provided fans with an opportunity to experience competitive gameplay in a different format.



"Command & Conquer: Sole Survivor," released in 1997 by Westwood Studios, is a real-time strategy game that shifts away from single-player campaigns, focusing instead on multiplayer combat.

Players control a single character, often a soldier, and compete against others in an arena environment using factions like GDI and NOD.

The game's objective is to be the last player standing, resembling a battle royal format. Although it garnered mixed reviews, "Sole Survivor" offered a fresh take on the Command & Conquer series, allowing fans to enjoy competitive gameplay in a new style.

COMMAND & CONQUER

GAMER

1999 – Command & Conquer: Tiberian Sun

"Command & Conquer: Tiberian Sun" is a real-time strategy game developed by Westwood Studios and released in 1999.



It is the sequel to the original "Command & Conquer" (C&C) and continues the story of the fictional conflict between the Global Defense Initiative (GDI) and the Brotherhood of Nod, set in the same science fiction universe.

****Gameplay Mechanics**:** Tiberian Sun introduced several enhancements to the gameplay mechanics found in earlier C&C games. Players build bases, gather resources, and create units to engage in warfare.

The game features an isometric perspective and includes new technologies and units.

****3D Graphics**:** One of the most significant upgrades was the shift to 3D graphics, which provided a more dynamic visual experience compared to its predecessors.

COMMAND & CONQUER

GAMER

1999 – Command & Conquer: Tiberian Sun

The environment included day/night cycles and various types of terrain, impacting gameplay decisions.

****Tiberium**:** The game revolves around the resource Tiberium, an alien crystal that affects the planet and its ecosystems.



Players harvest Tiberium for building structures and creating units.

****Factions**:** Players can choose to play as either GDI or Nod, each with unique units, technologies, and strategies.

GDI focuses on conventional military strength, while Nod employs guerrilla tactics and advanced technologies.

****Single-Player Campaign**:** The single-player campaign offers two distinct story arcs, allowing players to experience the game from both factions' perspectives. Each campaign features its own missions, cut-scenes, and narrative developments.

COMMAND & CONQUER

GAMER

1999 – Command & Conquer: Tiberian Sun

****Multiplayer**:** Tiberian Sun supports multiplayer gameplay, allowing players to compete against each other online or over a local network.

"Command & Conquer: Tiberian Sun" received positive reviews for its improvements in gameplay, graphics, and storytelling.

It is considered a classic in the RTS genre and contributed significantly to the ongoing popularity of the Command & Conquer franchise, leading to expansions like "Tiberian Sun: Firestorm" and later installments in the series.

The game is fondly remembered by fans for its engaging gameplay and storyline, as well as its iconic units and factions.



COMMAND & CONQUER

COMMAND & CONQUER

GAMER

1999 – Command & Conquer: Tiberian Sun

"Command & Conquer: Tiberian Sun," released by Westwood Studios in 1999, is a real-time strategy sequel to the original C&C game.

Set in a sci-fi universe, it continues the conflict between the Global Defense Initiative (GDI) and the Brotherhood of Nod.

Key features include enhanced gameplay mechanics, a shift to 3D graphics, and the harvesting of the alien resource Tiberium.

Players can choose between the GDI and Nod factions, each with unique strategies.

The game offers a single-player campaign with dual story arcs and multiplayer capabilities.

Highly regarded for its gameplay, graphics, and storytelling, Tiberian Sun is considered a classic in the RTS genre, leading to expansions and maintaining the franchise's popularity.

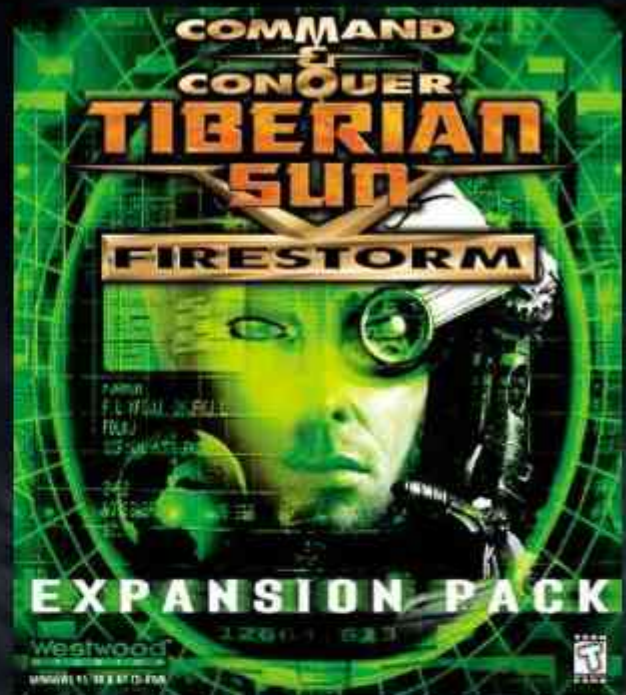


COMMAND & CONQUER

GAMER

2000 – Command & Conquer: Tiberian Sun – Firestorm

"Command & Conquer: Tiberian Sun – Firestorm" is the official expansion pack for "Command & Conquer: Tiberian Sun," released in 2000 by Westwood Studios.



The expansion builds upon the foundation of the original game, introducing new content, features, and furthering the storyline.

*****New Missions****: Firestorm includes a new single-player campaign consisting of 14 missions.*

The campaign is divided into two parts: one focuses on the GDI and the other on Nod.

The storyline picks up where Tiberian Sun left off, exploring the aftermath of the events in the base game and the ongoing conflict.



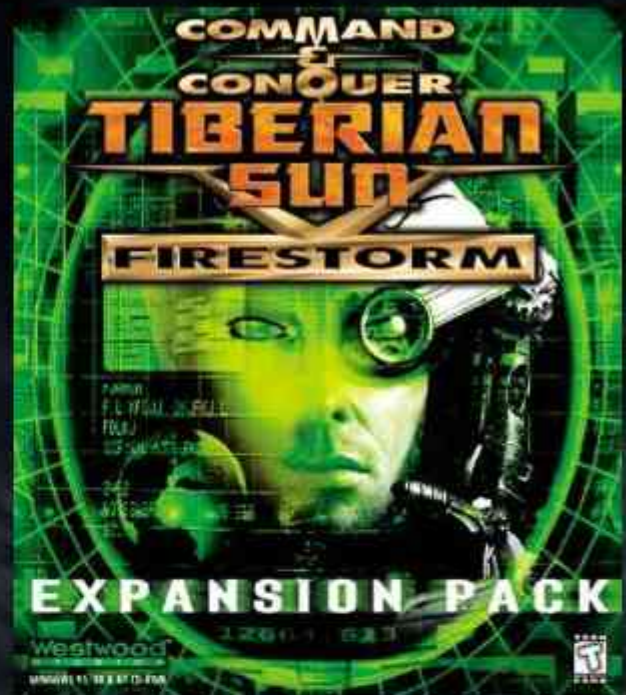
COMMAND & CONQUER

COMMAND & CONQUER

GAMER

2000 - Command & Conquer: Tiberian Sun - Firestorm

****New Units and Structures**:** The expansion introduces several new units and buildings for both GDI and Nod, adding depth to strategies and tactics.



Notable new units include the GDI's "Mobile Artillery" and "Juggernaut," and Nod's "Banshee" and "Avatar." Each new addition has unique abilities that enhance gameplay.

****Enhanced Gameplay Mechanics**:** Firestorm introduces gameplay refinements, including improved AI for enemy units and new construction options.

Players can now build structures from anywhere on the map, expanding strategic possibilities.



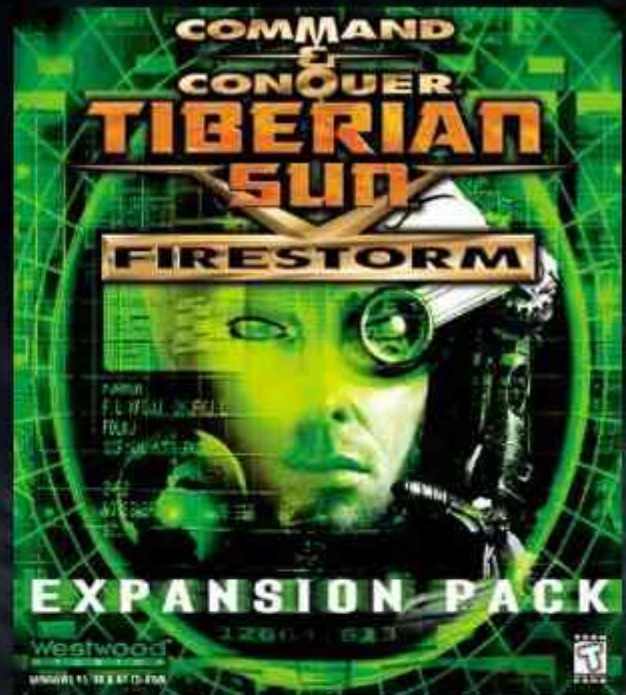
COMMAND & CONQUER

COMMAND & CONQUER

GAMER

2000 – Command & Conquer: Tiberian Sun – Firestorm

****Tech Buildings****: The expansion features new tech buildings that provide bonuses, upgrades, or special capabilities, further enriching the strategic layer of the game.



****Online Multiplayer****: Firestorm maintains and expands on the multiplayer capabilities of the original game, allowing players to compete against each other with the new units and features.

"Command & Conquer: Tiberian Sun – Firestorm" was well-received by fans and critics alike, praised for its engaging storyline, new content, and improved gameplay.

It contributed significantly to the overall narrative of the Tiberian saga and is often regarded as a strong expansion for the Command & Conquer series.

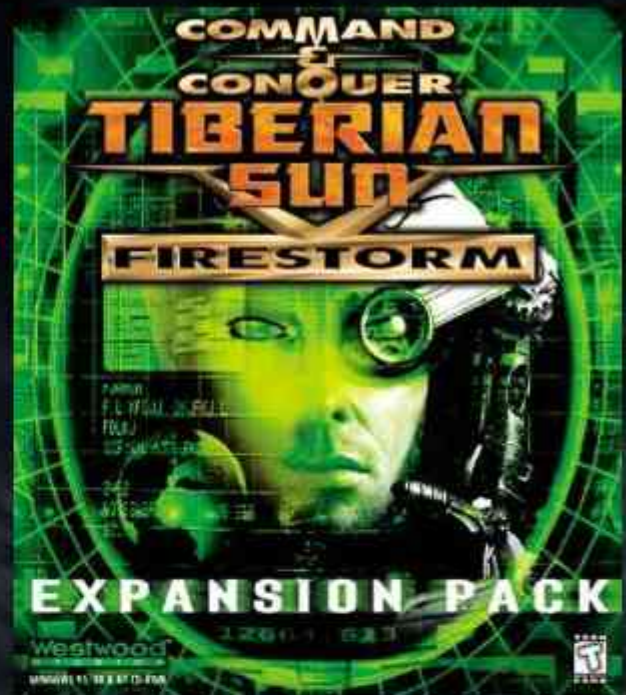
COMMAND & CONQUER

COMMAND & CONQUER

GAMER

2000 – Command & Conquer: Tiberian Sun – Firestorm

The expansion continued to solidify Tiberian Sun's place in the annals of real-time strategy gaming, leading to more entries in the Tiberian storyline and influencing future C&C games.



"Command & Conquer: Tiberian Sun – Firestorm" is the 2000 expansion pack for "Command & Conquer: Tiberian Sun," developed by Westwood Studios.

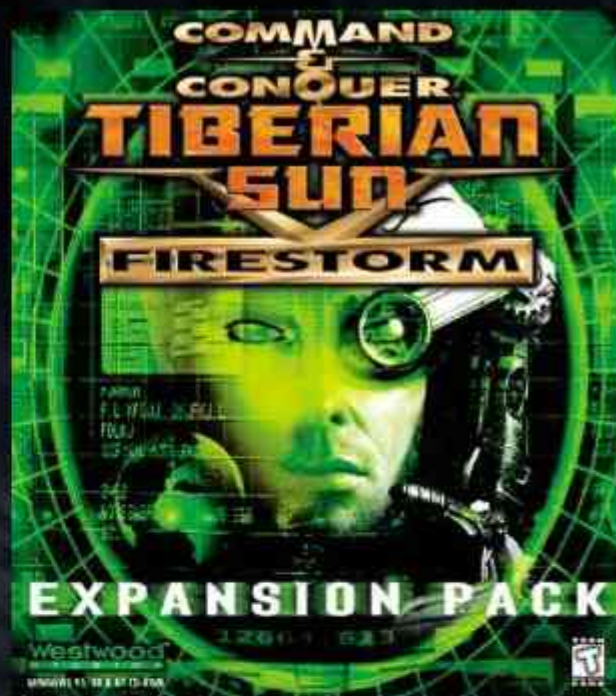
It enhances the original game with new content, features, and an extended storyline.

- ****New Missions****: The expansion offers a single-player campaign with 14 missions, divided between GDI and Nod, continuing the narrative after the original game.
- ****New Units and Structures****: It introduces additional units and buildings for both factions, such as GDI's "Mobile Artillery" and Nod's "Banshee," each with unique abilities.

COMMAND & CONQUER

2000 – Command & Conquer: Tiberian Sun – Firestorm

****Enhanced Gameplay Mechanics****: Improved AI and new construction options allow for greater strategic depth, including building structures from any map location.



- ****Tech Buildings****: New tech buildings provide bonuses and enhance gameplay strategies.
- ****Online Multiplayer****: Firestorm expands multiplayer options, enabling competition using the new content.

The expansion was well-received for its engaging storyline and gameplay improvements, solidifying Tiberian Sun's legacy in the real-time strategy genre and influencing future entries in the Command & Conquer series.



COMMAND & CONQUER

COMMAND & CONQUER

GAMER

2000 – Command & Conquer:
Red Alert 2

"Command & Conquer: Red Alert 2" is a real-time strategy video game developed by Westwood Pacific and published by EA Games, released on October 23, 2000.

It is the sequel to "Command & Conquer: Red Alert" and part of the Command & Conquer series.

The game takes place in an alternate universe, where the Soviet Union attempts to conquer the world.

The Allies, led by the United States, must defend against the Soviet invasion.

The storyline is divided into two campaigns, one for each side, with the Allies fighting to repel the Soviet forces and the Soviets seeking to conquer key territories around the world.



COMMAND & CONQUER

COMMAND & CONQUER

GAMER

2000 – Command & Conquer:
Red Alert 2

Red Alert 2 introduces
several new features and
units to the series, including:

****New Units and Buildings**:**
Each faction has new and
unique units and structures,
such as the Allied "Guardian
GI" and the Soviet "War
Miner."



****Improved Graphics and Sound**:** The game
boasts enhanced graphics and sound effects
compared to its predecessor, creating a more
immersive experience.

****Multiplayer**:** Red Alert 2 supports online
multiplayer, allowing players to compete
against each other in 1v1, 2v2, 3v3, or 4v4
matches.

****Campaign Editor**:** The game includes a
built-in campaign editor, enabling players to
create custom missions and campaigns.



COMMAND & CONQUER

COMMAND & CONQUER

GAMER

2000 – Command & Conquer:
Red Alert 2

An expansion pack,
"Command & Conquer: Yuri's
Revenge," was released in
2001. It adds a new
campaign, new units, and a
new faction, the "Yuri," who
seeks to conquer the world
using psychic powers.



"Command & Conquer: Red Alert 2" received
positive reviews for its engaging gameplay,
improved graphics, and humorous take on the
Cold War era.

It remains a beloved game in the series and is
often considered one of the best Command &
Conquer games.

The game's success led to the development of
the expansion pack and paved the way for
future Command & Conquer titles.



COMMAND & CONQUER

COMMAND & CONQUER

GAMER

2000 – Command & Conquer:
Red Alert 2

****Game Information:****

"Command & Conquer: Red Alert 2" is a real-time strategy game developed by Westwood Pacific and published by EA Games.

Released on October 23, 2000, it is the sequel to "Command & Conquer: Red Alert" and part of the Command & Conquer series.



****Storyline and Gameplay:****

The game takes place in an alternate universe where the Soviet Union attempts to conquer the world.

Players can choose to play as either the Allies or the Soviets, with two separate campaigns. New features include improved graphics and sound, new units and buildings, multiplayer mode, and a built-in campaign editor.



COMMAND & CONQUER

COMMAND & CONQUER

2000 – Command & Conquer:
Red Alert 2

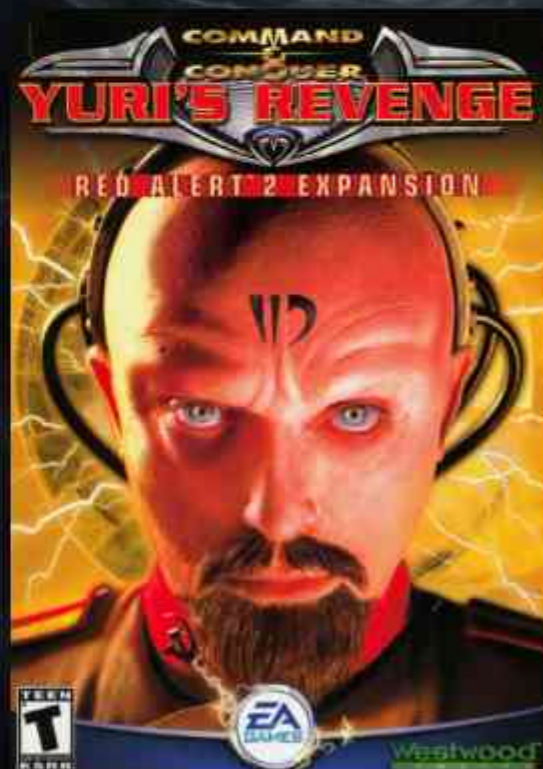
****Expansions and Legacy:****

An expansion pack, "Yuri's
Revenge," was released in
2001, adding a new
campaign, new units, and a
new faction.

The game received positive
reviews for its engaging
gameplay, improved graphics,
and humorous take on the
Cold War era, making it one
of the best Command &
Conquer games.



GAMER



COMMAND & CONQUER

COMMAND & CONQUER

2001 – Command & Conquer:
Yuri's Revenge

"Command & Conquer: Yuri's
Revenge" is an expansion
pack for the real-time
strategy game "Command &
Conquer: Red Alert 2."

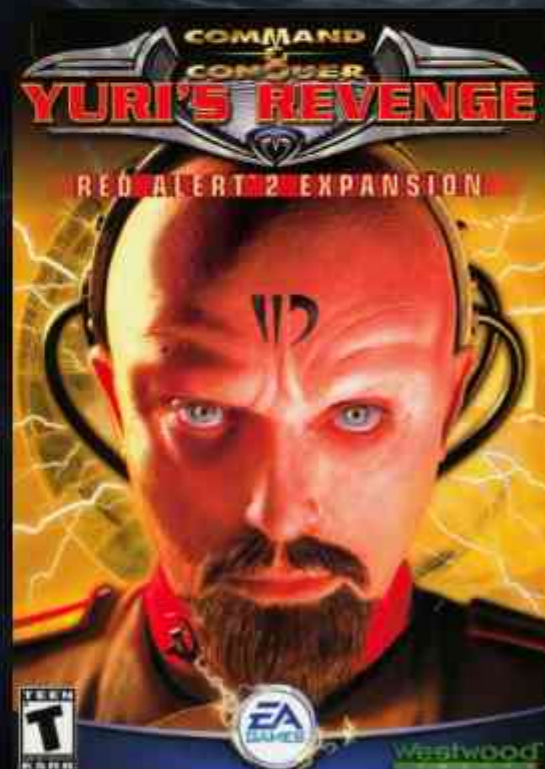
It was developed by
Westwood Studios and
published by Electronic Arts,
released on October 9, 2001.

This expansion builds on the
mechanics and gameplay of
Red Alert 2, introducing new
content and a new faction.

Set in the same alternate
history as Red Alert 2, "Yuri's
Revenge" introduces a new
villain, Yuri, a former Soviet
psychic adviser who seeks
world domination using his
mind-control powers.

The plot unfolds through two campaigns: one
for the Allies and one for the Soviets, each
dealing with the threat posed by Yuri to global
stability.

GAMER



COMMAND & CONQUER

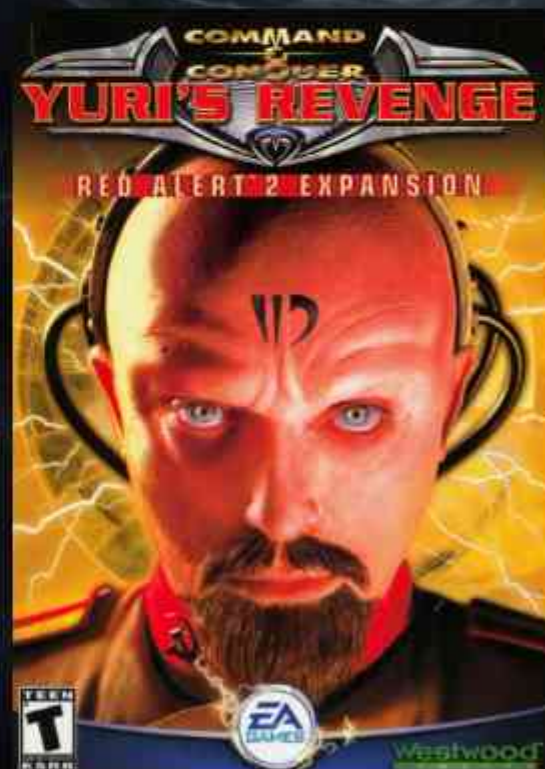
2001 – Command & Conquer:
Yuri's Revenge

****New Faction - Yuri's Army**:** The expansion introduces a third playable faction, Yuri's Army, which features unique units and structures focused on psychic abilities and mind control.

****New Units and Buildings**:** Each of the factions, both Allies and Soviets, receives new units and buildings, including new superweapons and advanced technology.

****Enhanced Graphics and Mechanics**:** The expansion includes improved graphics and gameplay mechanics, as well as adjustments to unit balance and additional strategies.

GAMER



COMMAND & CONQUER

COMMAND & CONQUER

2001 – Command & Conquer:
Yuri's Revenge

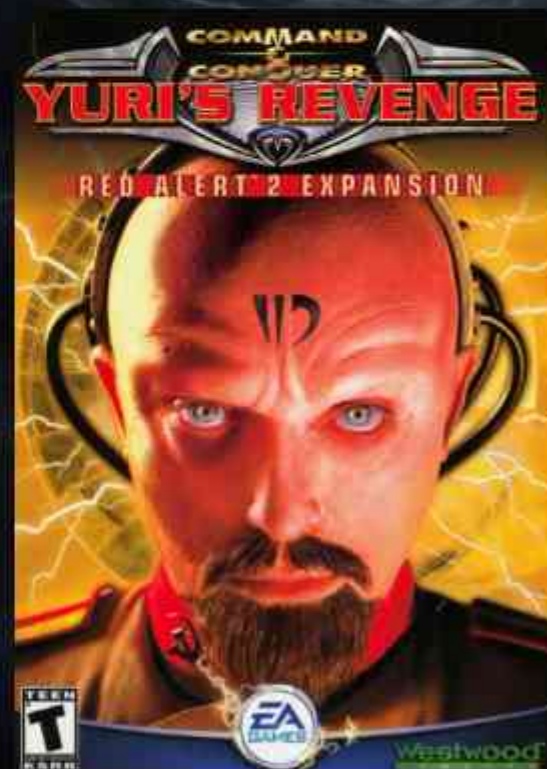
****Multiplayer and Skirmish Modes****: Players can engage in multiplayer matches or skirmishes against AI opponents, utilizing the new factions and units.

****Netcode Improvements****: Enhanced online play capabilities were introduced, allowing for better and smoother online multiplayer experiences.

"Yuri's Revenge" was well-received by critics and players alike for its engaging gameplay, rich narrative, and innovative new units.

It is often regarded as one of the best expansion packs in gaming history and has contributed to the enduring popularity of the Command & Conquer series.

GAMER



COMMAND & CONQUER

COMMAND & CONQUER

2001 – Command & Conquer:
Yuri's Revenge

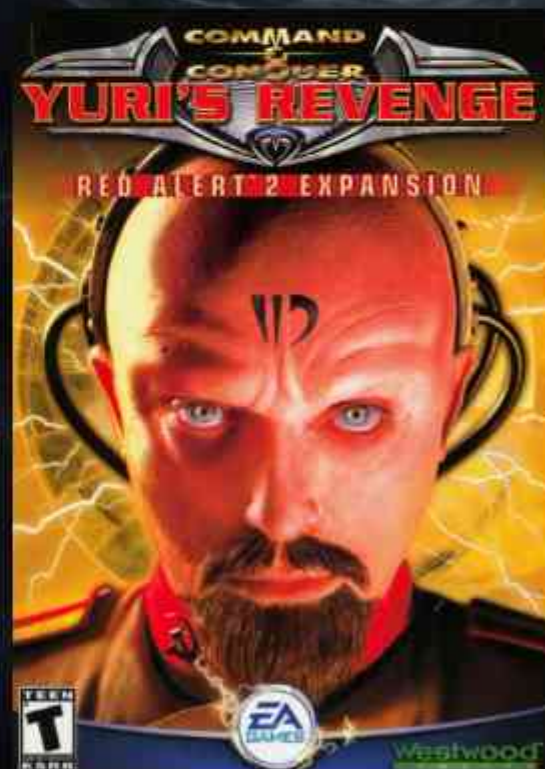
The expansion eventually paved the way for later iterations in the Command & Conquer franchise, maintaining a devoted fan base over the years.

In 2018, the game was re-released as part of "Command & Conquer: Remastered Collection," which brought updated graphics and additional features while preserving the classic gameplay.

"Command & Conquer: Yuri's Revenge" is an expansion pack for "Command & Conquer: Red Alert 2," developed by Westwood Studios and released by Electronic Arts on October 9, 2001.

It introduces a new villain, Yuri, a former Soviet psychic adviser, and features two campaigns for the Allies and the Soviets as they combat his world domination ambitions.

GAMER



COMMAND & CONQUER

2001 – Command & Conquer: Yuri's Revenge

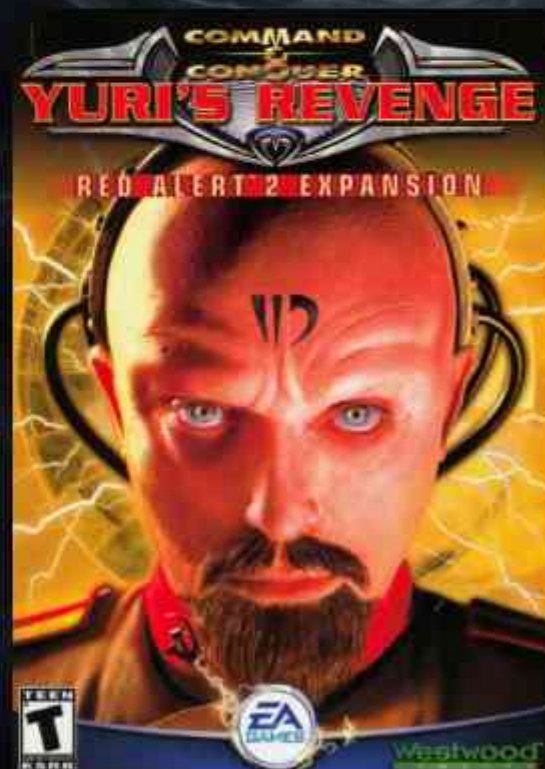
Key features include the introduction of Yuri's Army as a third playable faction with unique units focused on psychic abilities, along with new units and buildings for both existing factions.

The expansion enhances graphics and gameplay mechanics, includes multiplayer and skirmish modes, and improves online play capabilities.

"Yuri's Revenge" was praised for its engaging gameplay and innovative content, earning a reputation as one of the best expansion packs in gaming history.

It helped sustain the popularity of the Command & Conquer franchise and was re-released in 2018 as part of the "Command & Conquer: Remastered Collection," updating graphics while retaining classic gameplay elements.

GAMER



COMMAND & CONQUER

GAMER

2002 – Command & Conquer: Renegade

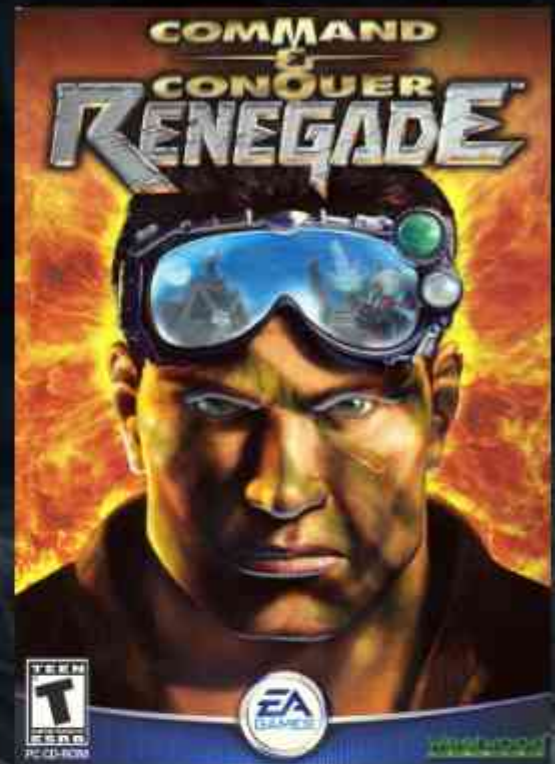
"Command & Conquer:
Renegade" is a tactical first-
person action game
developed by Westwood
Pacific and published by
Electronic Arts.

It was released on March 26,
2002, for Microsoft Windows
and was the first game in the
Command & Conquer
franchise not to follow the
traditional real-time strategy format.

In "Renegade," players take on the role of a
GDI Commando, fighting in the Tiberian
Conflict, a setting shared with earlier Command
& Conquer games.

The gameplay revolves around action combat,
stealth, and tactical movement through maps
inspired by those from the Command &
Conquer series.

****First-Person Action Gameplay**:** "Renegade"
combines action elements, stealth, and
exploration in a single-player, third-person
perspective, allowing players to engage in
intense battles.



COMMAND & CONQUER

GAMER

2002 – Command & Conquer: Renegade

****Storyline**:** The game's storyline revolves around the character of William "William G. Red" Redding, a GDI commando sent to the planet Tiber for a secret mission.

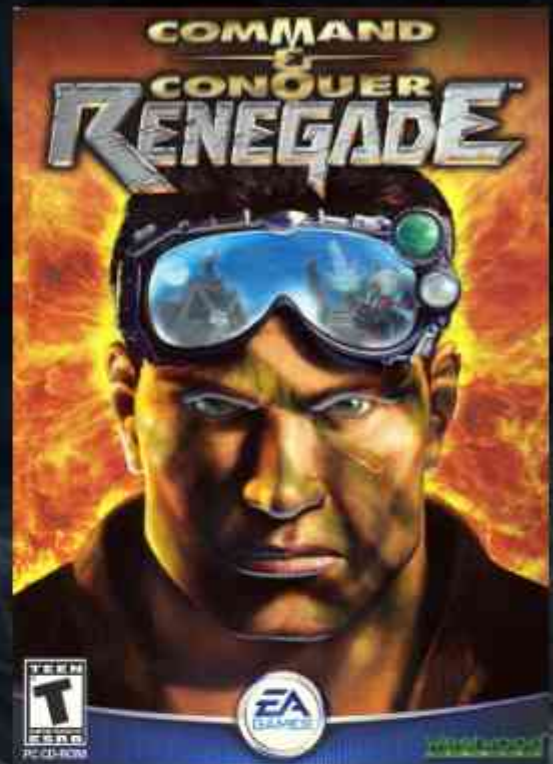
****Mission Variety**:** Players must complete various missions, ranging from eliminating key enemies to escorting civilians to safety,

showcasing the tactical gameplay and strategic decision-making.

****Multiplayer**:** The game features deathmatch and team-based multiplayer modes, allowing for competitive and cooperative play.

Although "Renegade" received mixed reviews and did not achieve the same level of critical and commercial success as some of its predecessors,

it remains a unique experiment in the Command & Conquer series.



COMMAND & CONQUER

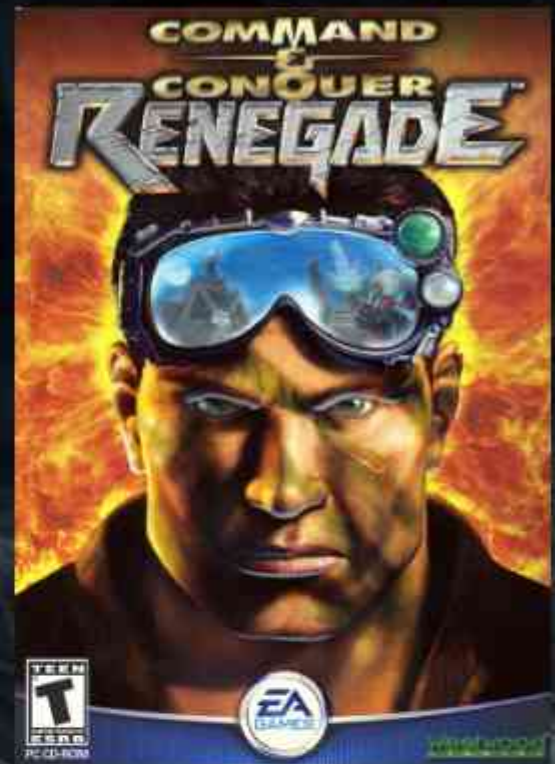
COMMAND & CONQUER

GAMER

2002 – Command & Conquer: Renegade

Its innovative approach to gameplay and the introduction of a first-person perspective in the Command & Conquer universe set a foundation for later tactical shooters.

The game was not widely recognized as a traditional Command & Conquer title and did not expand the franchise's lore in the same manner as its predecessors.



"Command & Conquer: Renegade" is a tactical first-person action game released on March 26, 2002, by Westwood Pacific and Electronic Arts.

Unlike previous titles in the Command & Conquer franchise, it diverges from the real-time strategy format.

Players assume the role of GDI Commando William "William G. Red" Redding, engaging in action combat and strategic missions set in the Tiberian Conflict.

COMMAND & CONQUER

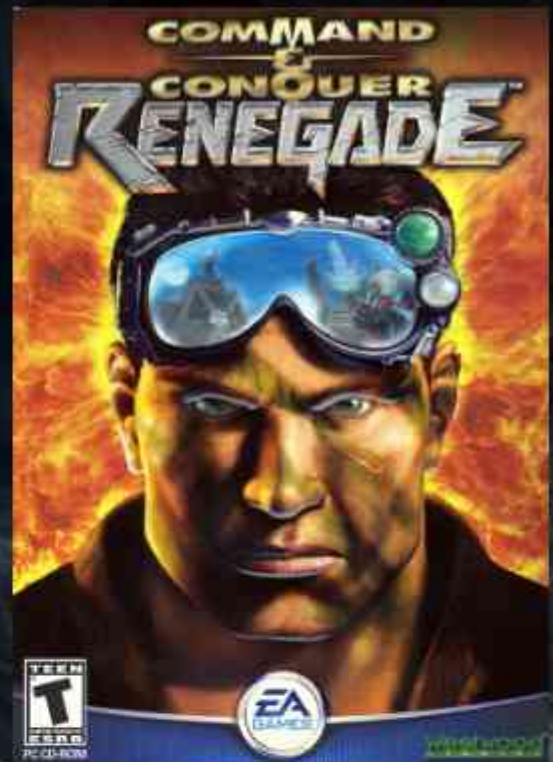
COMMAND & CONQUER

GAMER

2002 – Command & Conquer: Renegade

The gameplay features a mix of combat, stealth, and exploration, alongside various mission objectives such as eliminating enemies and escorting civilians.

It also includes multiplayer modes for competitive play.



Despite receiving mixed reviews and not achieving the success of earlier games, "Renegade" is noted for its innovative gameplay and helped pave the way for future tactical shooters within the Command & Conquer universe.

However, it did not contribute significantly to the franchise's lore.



COMMAND & CONQUER

COMMAND & CONQUER

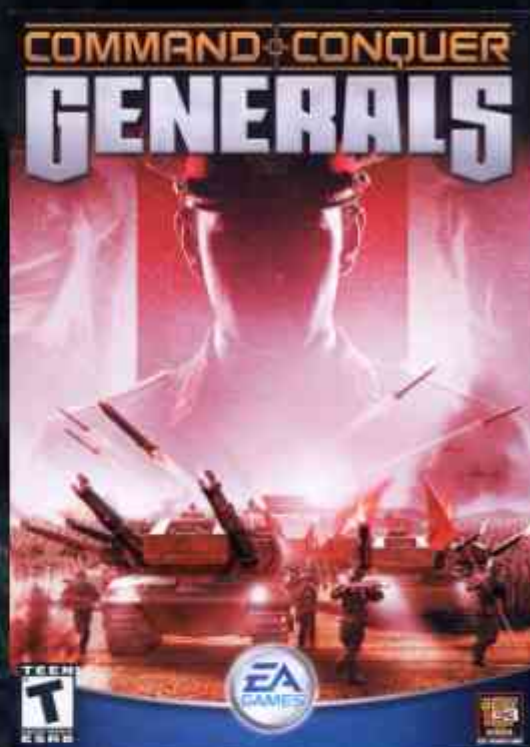
2003 – Command & Conquer:
Generals

"Command & Conquer:
Generals" is a real-time
strategy (RTS) game
developed by EA Los Angeles
and released on February 10,
2003.

It is part of the Command &
Conquer franchise and
marked a significant
departure from the traditional
Tiberium storyline and the
futuristic setting of previous
titles.

"Generals" introduces a modern military
setting, featuring three distinct factions: the
United States (USA), the Global Liberation
Army (GLA), and China. Each faction has
unique units, structures, and abilities, providing
diverse gameplay experiences.

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

2003 – Command & Conquer: Generals

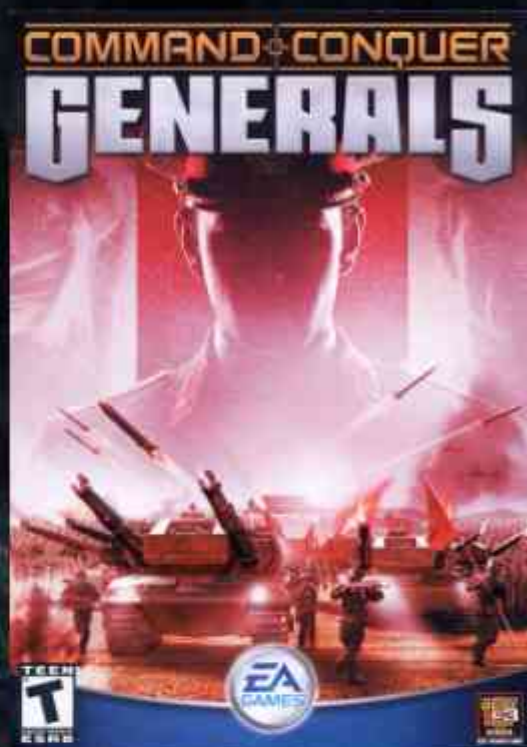
****United States (USA)**:**

- Focus on advanced technology, including air and missile support.
- Units include high-tech tanks, helicopters, and special forces teams.
- Emphasis on precision and high-tech warfare.

****Global Liberation Army (GLA)**:**

- A guerilla faction with access to unconventional tactics and low-cost units.
- Units include technical vehicles (trucks with mounted machine guns) and stealth units.
- Relies on ambush tactics and sabotage rather than open confrontation.

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

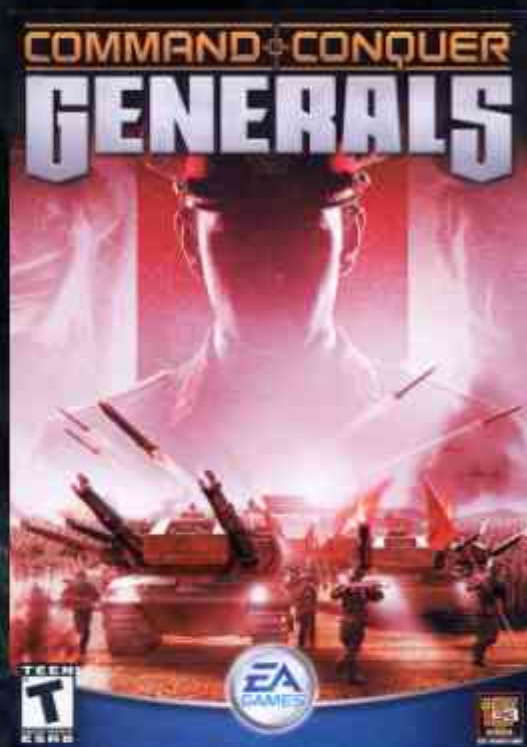
COMMAND & CONQUER

2003 – Command & Conquer:
Generals

****China**:**

- Features large numbers of infantry and mechanized units, including powerful tanks.
- Emphasis on overwhelming the enemy with sheer numbers and formidable military hardware.
- Has access to traditional Chinese missile technology and advancements.
- ****Generals System****: Players earn experience points to unlock special abilities for their chosen faction, representing the progress of their general's skill level.
- ****Resource Management****: The game uses a simplified resource-gathering mechanic, primarily through collecting supplies and cash from designated supply docks.

GAMER



COMMAND & CONQUER GENERALS

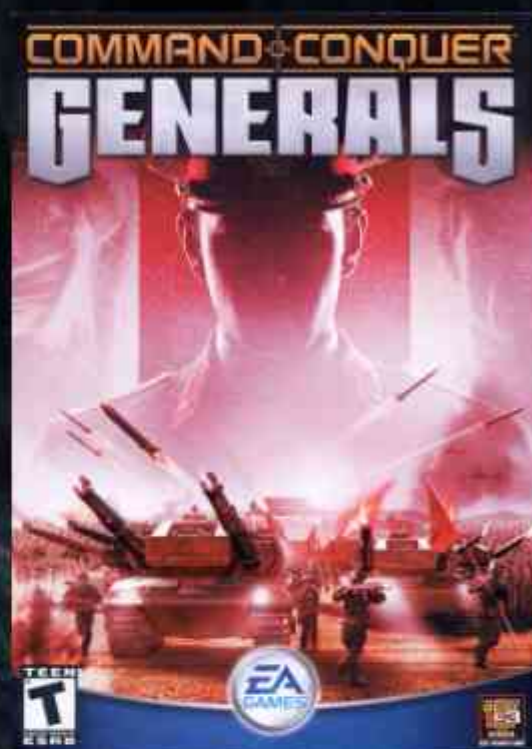
COMMAND & CONQUER

COMMAND & CONQUER

2003 – Command & Conquer: Generals

- ****3D Graphics****: "Generals" features a modern 3D engine that enhanced the visual fidelity compared to earlier titles in the series, allowing for dynamic battlefield environments and improved animations.

GAMER



"Command & Conquer: Generals" received generally positive reviews from critics and players for its engaging gameplay, modern setting, and the introduction of the Generals system. However, it was also noted for its lack of a coherent storyline compared to earlier games in the series.



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

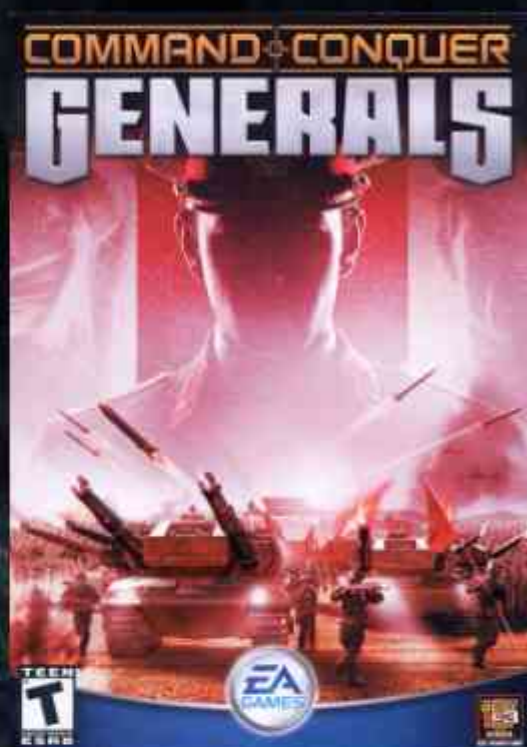
2003 – Command & Conquer: Generals

In 2004, an expansion pack titled "Command & Conquer: Generals – Zero Hour" was released, adding new units, general abilities, and enhanced gameplay features.

The game has since been praised for its multiplayer capabilities and strategy depth, maintaining a dedicated fan base even years after its initial release.

Overall, "Command & Conquer: Generals" remains a significant entry in the Command & Conquer series, distinguishing itself with its contemporary military theme and diverse faction gameplay.

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

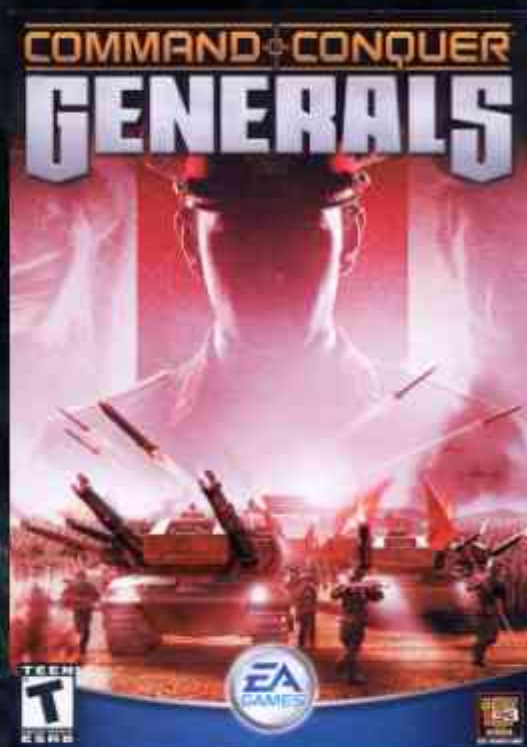
2003 – Command & Conquer: Generals

"Command & Conquer: Generals" is a real-time strategy game released on February 10, 2003, by EA Los Angeles, representing a shift from the franchise's traditional Tiberium storyline to a modern military setting.

It features three factions: the technologically advanced United States, the unconventional guerilla forces of the Global Liberation Army (GLA), and China, which focuses on overwhelming numbers and powerful units.

Enhanced 3D graphics improve visual fidelity and animations.

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

2003 – Command & Conquer: Generals

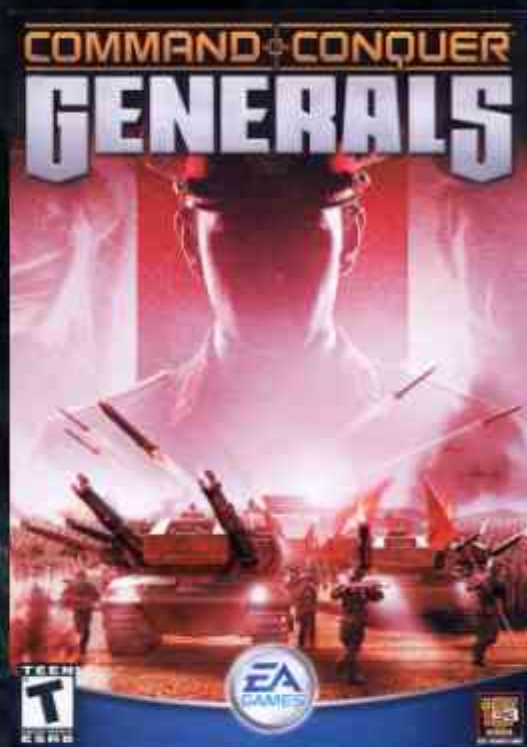
The game introduces a Generals System that allows players to earn experience points for special faction abilities and employs a simplified resource management system.

While generally well-received for its gameplay and multiplayer features, it was critiqued for its weaker storyline.

The 2004 expansion, "Zero Hour," expanded on the game with new units and abilities.

"Generals" remains a key title in the series due to its modern theme and varied faction dynamics.

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

2003 – Command & Conquer:
Generals – Zero Hour

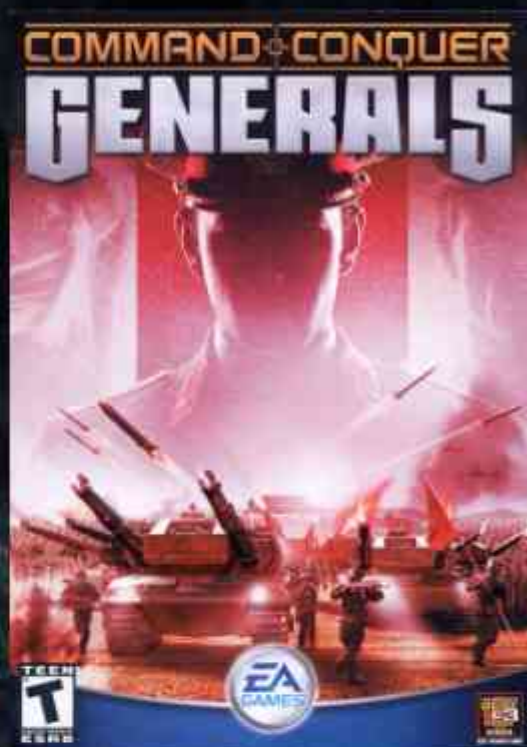
"Command & Conquer:
Generals – Zero Hour" is the
expansion pack for the real-
time strategy game

"Command & Conquer:
Generals." Released on
September 22, 2003, it builds
upon the foundation set by
the original game, adding new
features, gameplay
mechanics, and content.

"Zero Hour" expands the
gameplay significantly by
introducing new generals for
each faction, bringing the
total to nine, each with their
own unique units, abilities,
and strategies.

This adds depth to the game,
allowing players to choose
from a wider variety of play
styles.

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

2003 – Command & Conquer:
Generals – Zero Hour

- "Zero Hour" introduces numerous new units and defensive structures for each faction.

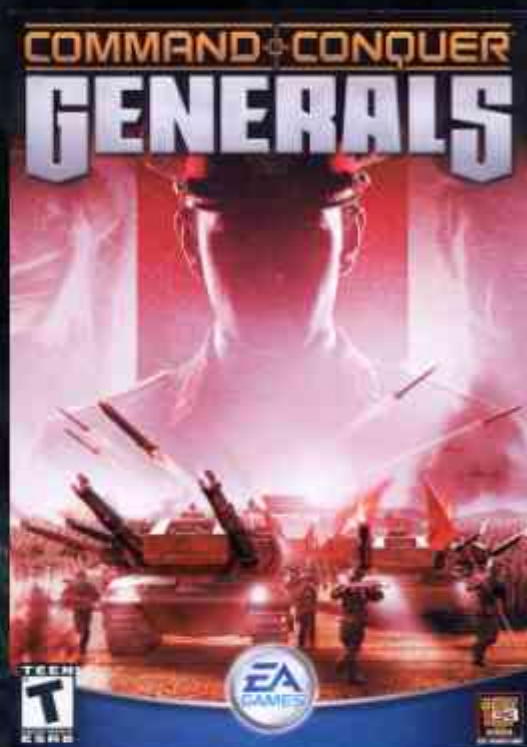
These include advanced technology for the USA and new types of vehicles and infantry for China and the GLA.

****New Gameplay Modes**:**

- The expansion features a new single-player campaign with missions that allow players to explore each faction's story further.

- "Zero Hour" also includes additional multiplayer maps and options, enhancing the competitive aspect of the game.

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

2003 – Command & Conquer:
Generals – Zero Hour

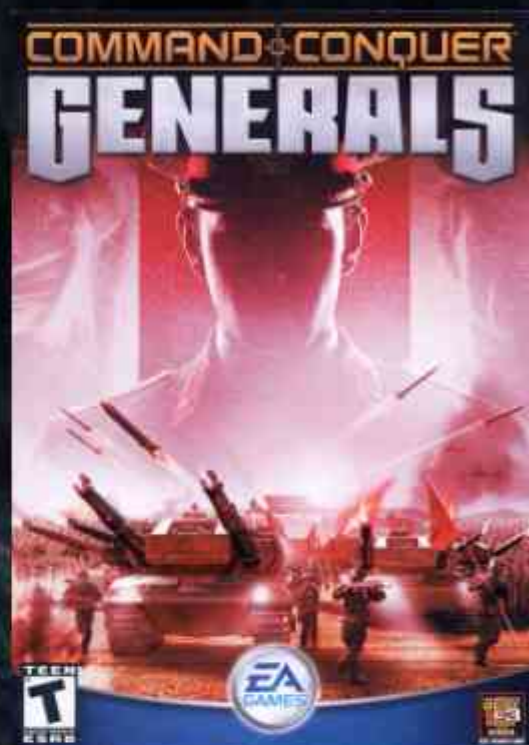
****Gameplay Enhancements**:**

- Various balance improvements and adjustments were made to existing units and gameplay mechanics based on player feedback from the original game.

- Players can also utilize new tactics and strategies, with the introduction of new generals encouraging experimentation with different play styles.

"Command & Conquer:
Generals – Zero Hour"
received critical acclaim for
its enhancements over the
original game.

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

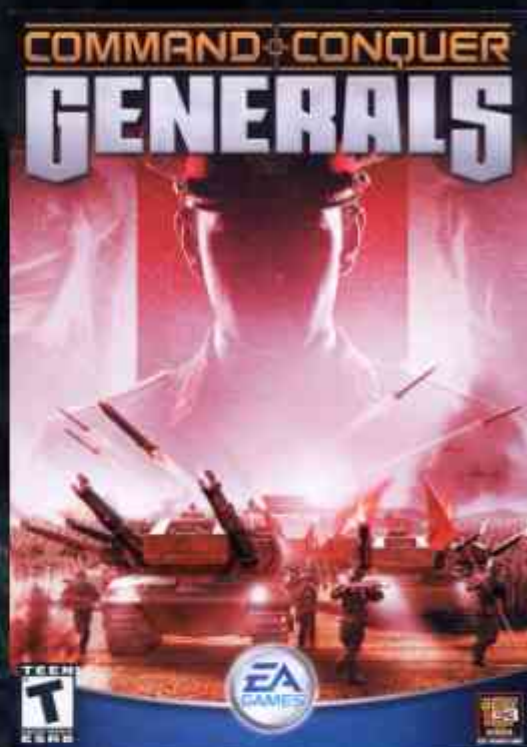
2003 – Command & Conquer:
Generals – Zero Hour

Many fans praised the added complexity and depth that the new generals provided, along with the expanded single-player content.

The game is often regarded as one of the best expansions in the RTS genre and is celebrated for its multiplayer capabilities, which maintained a strong community for years.

Overall, "Zero Hour" solidified "Command & Conquer: Generals" as a standout entry in the Command & Conquer series, providing a more robust experience while still retaining the core mechanics that players loved in the original game.

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

*2003 – Command & Conquer:
Generals – Zero Hour*

*It remains a favorite among
strategy gamers and
continues to influence the
genre.*

*An expansion pack for the
real-time strategy game
Command & Conquer:
Generals*

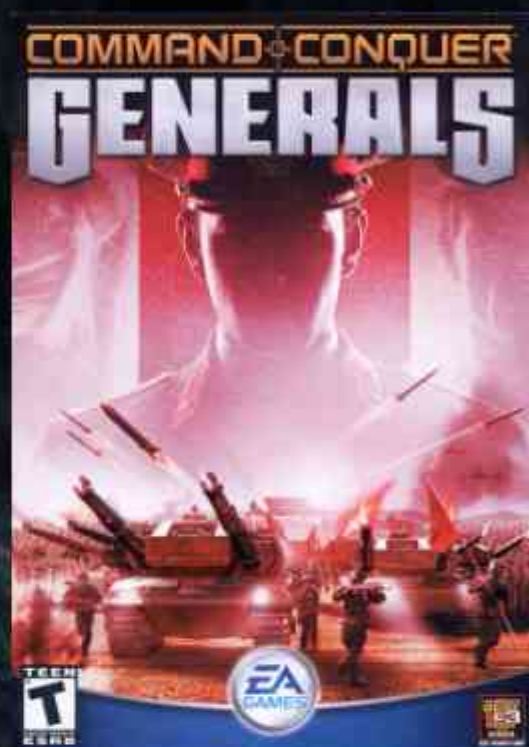
*Released on September 22,
2003*

*Builds upon the original game
with new features, gameplay
mechanics, and content*

*New generals for each faction
with unique units, abilities,
and strategies.*

*New units and structures,
including advanced
technology and new vehicles
and infantry.*

GAMER



COMMAND & CONQUER GENERALS

COMMAND & CONQUER

COMMAND & CONQUER

2003 – Command & Conquer: Generals – Zero Hour

New single-player campaign and multiplayer maps and options.

Received critical acclaim for its enhancements and added complexity and depth

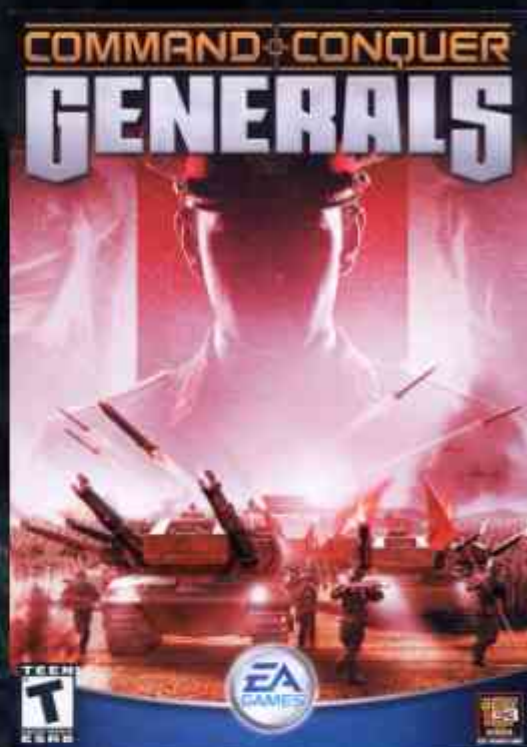
Praised for its multiplayer capabilities and expanded single-player content

Regarded as one of the best expansions in the RTS genre

Continues to influence the strategy genre and remains a favorite among gamers.



GAMER



COMMAND & CONQUER

COMMAND & CONQUER



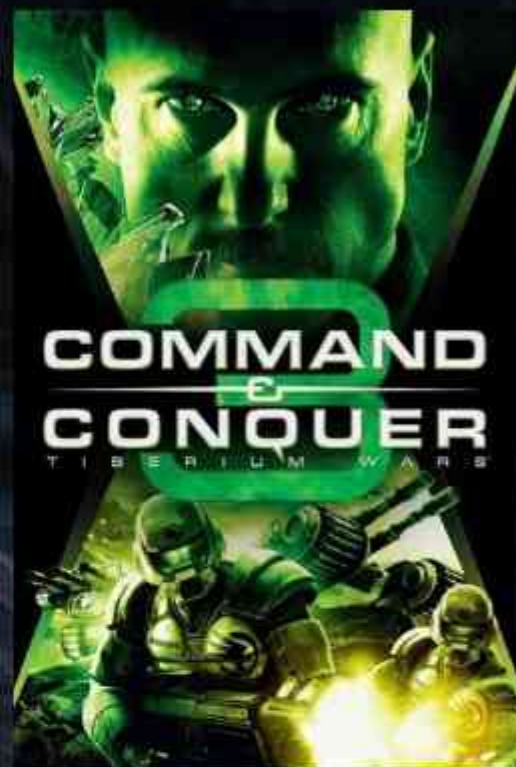
GAMER

2007 – Command & Conquer
3: Tiberium Wars

"Command & Conquer 3:
Tiberium Wars" is a real-time
strategy game developed by
Electronic Arts Los Angeles
and released on March 28,
2007.

It is the third installment in the
Tiberium series, which
continues the long-standing
narrative of the Command &
Conquer franchise, following
the events of "Command &
Conquer: Tiberian Sun" and its
expansion, "Firestorm."

Set in a near-future world ravaged by the
Tiberium phenomenon, "Tiberium Wars"
features a renewed conflict between the Global
Defense Initiative (GDI) and the Brotherhood of
Nod (Nod), with the addition of a new alien
faction, the Scrin, who arrive as a significant
threat to both sides.



COMMAND
&
CONQUER
TIBERIUM WARS



COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

**2007 – Command & Conquer
3: Tiberium Wars**

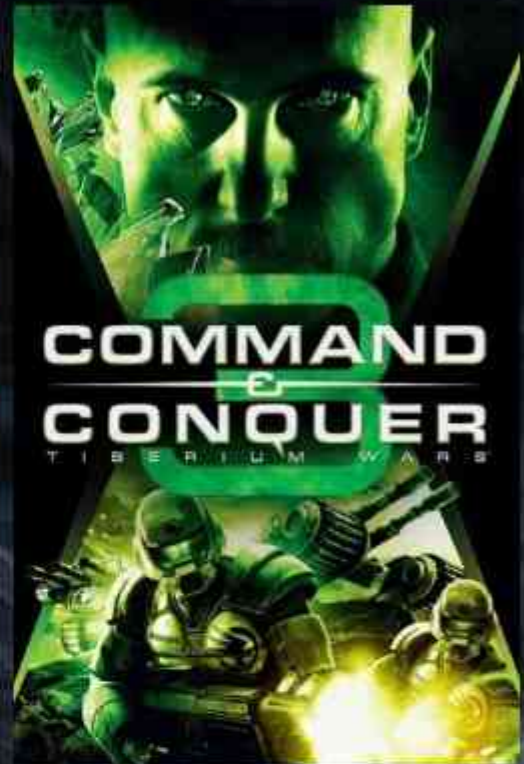
****Three Distinct Factions**:**

- ****Global Defense Initiative (GDI)**:** A technologically advanced military organization focused on combating the spread of Tiberium and the threat of Nod.

- ****Brotherhood of Nod**:**

A militant and resourceful faction led by Kane, featuring stealth units and experimental technology.

- ****Scrin**:** An alien race that arrives to harvest Tiberium for their own purposes, introducing unique units and capabilities.



COMMAND
&
CONQUER
TIBERIUM WARS



COMMAND
&
CONQUER

COMMAND & CONQUER

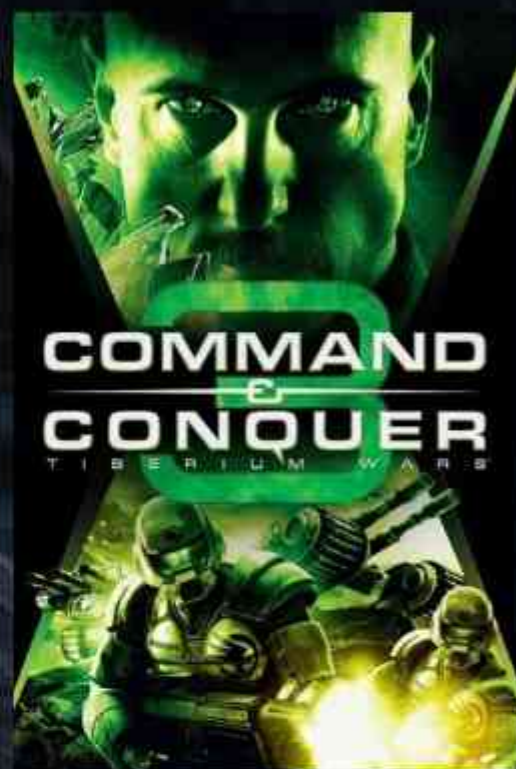


GAMER

**2007 – Command & Conquer
3: Tiberium Wars**

****Enhanced Graphics and
Engine**:**

**- The game was built on a
new graphics engine,
providing improved visuals,
realistic environments, and
detailed units.**



**The cinematic cut scenes were also redesigned
and feature live-action footage with prominent
actors, enhancing the storytelling aspect.**

****Gameplay Innovations**:**

**- Introduction of "Tiberium fields," which are
resources scattered throughout the map and
play a crucial role in base expansion and unit
production.**

**- Improved unit control and artificial
intelligence, allowing for more strategic
gameplay.**

COMMAND
&
CONQUER
TIBERIUM WARS

COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

*2007 – Command & Conquer
3: Tiberium Wars*

*****Multiplayer and Online
Features**:***

*- "Tiberium Wars" features
robust online multiplayer
options, including ranked
matches, cooperative play,
and leader boards.*

*Players can compete against
each other or cooperate to
complete missions.*

*****Single-Player Campaign**:***

*- The game offers a three-part single-player
campaign, allowing players to experience the
story from the perspective of all three factions.*

*Players make choices that affect the
progression of the narrative and the conflict.*



COMMAND
&
CONQUER
TIBERIUM WARS



COMMAND
&
CONQUER

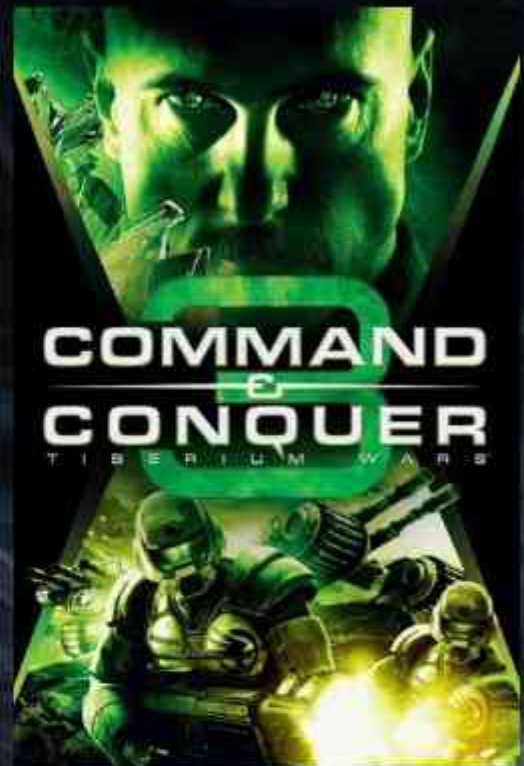
COMMAND & CONQUER



GAMER

*2007 – Command & Conquer
3: Tiberium Wars*

*"Command & Conquer 3:
Tiberium Wars" is a real-time
strategy game developed by
Electronic Arts Los Angeles,
released on March 28, 2007.
As the third installment in the
Tiberium series, it continues
the Command & Conquer
narrative after "Tiberian Sun."*



*The game's setting is a near-future world
affected by the Tiberium phenomenon,
highlighting the conflict between the Global
Defense Initiative (GDI) and the Brotherhood of
Nod, while introducing the alien faction, Scrin.*



COMMAND & CONQUER



GAMER

2007 – Command & Conquer
3: Tiberium Wars

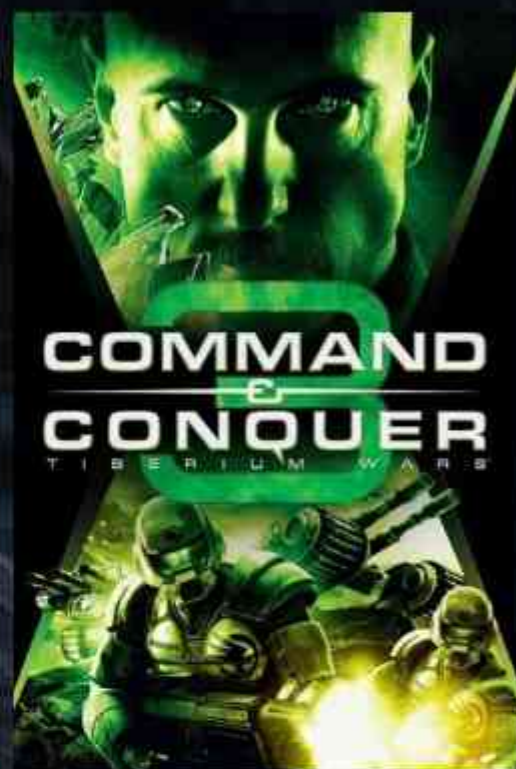
****Enhanced Graphics**:**
Utilizes a new engine for
improved visuals and live-
action cut scenes.

****Gameplay Innovations**:**
Features Tiberium fields as
resources, improved unit AI,
and strategic control.

****Multiplayer Options**:** Offers
ranked matches, cooperative play, and leader-
boards.

****Single-Player Campaign**:** A three-part
narrative allowing choices from the
perspectives of all factions.

The game received positive acclaim at launch
for its engaging gameplay and enhanced
features.



COMMAND & CONQUER

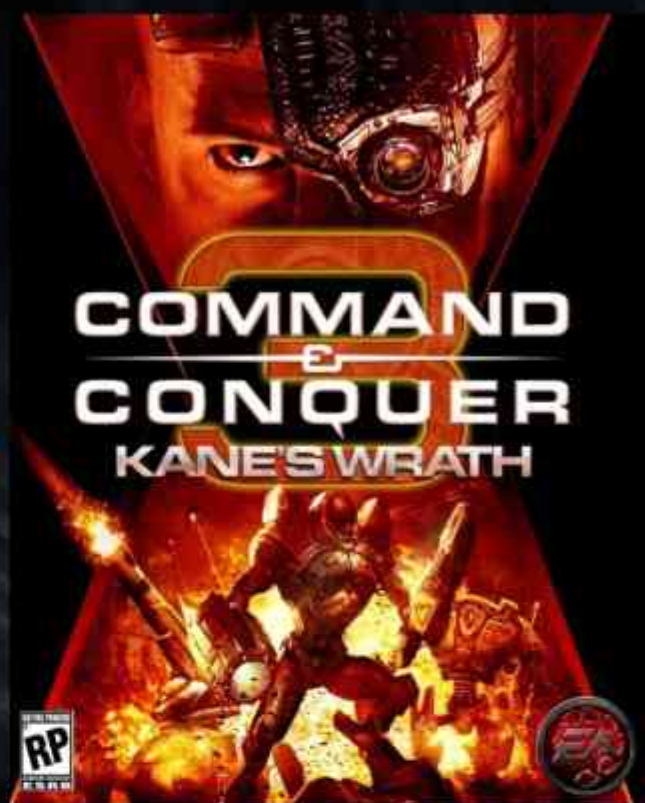
COMMAND & CONQUER



GAMER

2008 – Command & Conquer 3: Kane's Wrath

"Command & Conquer 3: Kane's Wrath" is a standalone expansion pack for the real-time strategy game "Command & Conquer 3: Tiberium Wars," developed by Electronic Arts Los Angeles and released on March 24, 2008.



It provides additional content and gameplay mechanics to the original game, expanding on the universe of Tiberium.

****New Campaign**:** The expansion introduces a new campaign focused on the story of the Brotherhood of Nod, exploring the early years of Kane, the rise of the Nod, and its eventual conflict with GDI.

****New Units and Structures**:** "Kane's Wrath" adds new units, structures, and abilities to the Nod faction, enhancing its capabilities in multiplayer and single-player modes.

COMMAND & CONQUER

KANE'S WRATH



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

2008 – Command & Conquer 3: Kane's Wrath

****Improved Multiplayer**:**

The expansion brings new multiplayer features, including a modified version of the "Tiberium Wars" multiplayer mode with improved netcode and a new "Skirmish" mode that allows for more flexible gameplay.



****New Gameplay Mechanics**:** Introduces new mechanics such as the "Infiltration" and "Recon" missions, which challenge players to infiltrate enemy bases or gather intelligence on enemy movements.

****Enhanced Editing Tools**:** Provides improved tools for custom map-making, allowing players to create their own custom maps for multiplayer matches.



COMMAND & CONQUER



GAMER

2008 – Command & Conquer 3: Kane's Wrath

"Command & Conquer 3: Kane's Wrath" received generally positive reviews for its engaging campaign, new units, and multiplayer features.

However, some critics felt that the expansion did not significantly expand on the gameplay mechanics or add substantial new content to the base game.

Despite this, it remains a valuable addition to the Command & Conquer series and offers a fresh perspective on the Tiberium universe.



COMMAND
&
CONQUER
KANE'S WRATH

COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

2008 – Command & Conquer 3: Kane's Wrath

"Command & Conquer 3: Kane's Wrath" is a 2008 expansion pack for "Command & Conquer 3: Tiberium Wars". It offers:

- * A new Nod-focused campaign exploring Kane's early years and the Brotherhood's rise



- * New units, structures, and abilities for Nod
- * Improved multiplayer features, including a new "Skirmish" mode
- * New missions (Infiltration and Recon) and gameplay mechanics
- * Enhanced custom map-making tools

Overall, "Kane's Wrath" received positive reviews for its engaging campaign and new features, but some critics felt it didn't offer much new to the base game.



**COMMAND
&
CONQUER**



GAMER



2008 – Command & Conquer: Red Alert 3

"Command & Conquer: Red Alert 3" is a real-time strategy game developed by Electronic Arts Los Angeles and released on October 28, 2008.

It is part of the popular "Command & Conquer" series and serves as the third main installment in the "Red Alert" sub-series.

The game is noted for its engaging storyline, humor, and cooperative gameplay elements.

**COMMAND & CONQUER
RED ALERT 3**

**COMMAND
&
CONQUER**

COMMAND & CONQUER



GAMER



2008 – Command & Conquer: Red Alert 3

****Unique Factions**:** Players can choose to control three distinct factions: the Allied Nations, the Soviet Union, and the newly introduced Empire of the Rising Sun a technology-focused faction representing Japan.

Each faction has unique units and abilities, leading to varied gameplay styles.



COMMAND & CONQUER



GAMER



2008 – Command & Conquer: Red Alert 3

*****Full Motion Video (FMV) Cut scenes**:*** "Red Alert 3" is well-known for its use of live-action full-motion video cut scenes, featuring a star-studded cast that includes actors like Tim Curry, Gemma Atkinson, and Jenny McCarthy.

These cut scenes add a unique and entertaining narrative quality to the game.



**COMMAND
&
CONQUER**



GAMER



2008 – Command & Conquer: Red Alert 3

****Cooperative Campaign Mode**:** The game allows two players to cooperate in the campaign mode, a feature that was relatively new for the series at the time. Players can team up to tackle missions together.

****Naval Warfare**:** The introduction of naval units and water-based combat mechanics adds a new dimension to the gameplay, allowing for strategic battles on both land and sea.

COMMAND & CONQUER
RED ALERT 3

**COMMAND
&
CONQUER**

COMMAND & CONQUER



GAMER



2008 – Command & Conquer: Red Alert 3

****Base Building and Resource Management**:**
Like previous entries in the series, players engage in base building, resource gathering, and unit production.

The gameplay maintains the series' classic mechanics while introducing new units and structures.



COMMAND & CONQUER
RED ALERT 3



**COMMAND
&
CONQUER**



GAMER



2008 – Command & Conquer: Red Alert 3

****Multiplayer Modes**:** The game features various multiplayer modes, enabling players to compete against each other online in various skirmishes and competitions.

"Command & Conquer: Red Alert 3" received generally positive reviews from critics and players alike.

**COMMAND
&
CONQUER**

COMMAND & CONQUER
RED ALERT 3



COMMAND & CONQUER



GAMER



2008 – Command & Conquer: Red Alert 3

It was praised for its entertaining story, engaging gameplay, and the addition of naval combat.

However, some criticism was directed at certain balance issues between factions and occasional technical problems.



COMMAND & CONQUER



GAMER



2008 – Command & Conquer: Red Alert 3

The game is considered a fun and humor-filled continuation of the "Red Alert" series, appealing to both fans of the franchise and new players.

Following its release, "Red Alert 3" was expanded with an add-on named "Uprising," which introduced new units, missions, and additional content to enhance the gameplay further.



COMMAND & CONQUER
RED ALERT 3

COMMAND & CONQUER

**COMMAND
&
CONQUER**



GAMER



2008 – Command & Conquer: Red Alert 3

"Command & Conquer: Red Alert 3," released on October 28, 2008, is a real-time strategy game by Electronic Arts Los Angeles and the third main installment in the "Red Alert" series.

It features three factions—Allied Nations, Soviet Union, and Empire of the Rising Sun—each with unique units and abilities.



**COMMAND
&
CONQUER**

COMMAND & CONQUER



GAMER



2008 – Command & Conquer: Red Alert 3

The game is known for its engaging storyline, humor, and cooperative campaign mode, allowing two players to tackle missions together.



**COMMAND
&
CONQUER**



GAMER



2008 – Command & Conquer: Red Alert 3

Key highlights include the use of live-action full-motion video cutscenes with a notable cast, naval warfare introducing water-based combat, and traditional base building and resource management mechanics.

Multiplayer modes allow for online competition.

**COMMAND
&
CONQUER**

COMMAND & CONQUER
RED ALERT 3



**COMMAND
&
CONQUER**



GAMER



2008 – Command & Conquer: Red Alert 3

Critically, "Red Alert 3" received praise for its entertaining gameplay and humor but faced some criticism regarding faction balance and technical issues.

It appeals to both existing fans and newcomers and was later expanded with the "Uprising" add-on, which added new content and features.



**COMMAND & CONQUER
RED ALERT 3**

**COMMAND
&
CONQUER**

**COMMAND
&
CONQUER**



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

"Command & Conquer: Red Alert 3 – Uprising" is the expansion pack for the real-time strategy game "Command & Conquer: Red Alert 3," released on March 12, 2009.

This expansion builds upon the original game, introducing new content, features, and gameplay mechanics.



**COMMAND & CONQUER
RED ALERT 3**

**COMMAND
&
CONQUER**

**COMMAND
&
CONQUER**



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

****New Factions and Campaigns**:** "Uprising" introduces a new single-player campaign featuring the Soviet Union and the Empire of the Rising Sun.

The campaign explores the aftermath of the events in "Red Alert 3," focusing on the rise of the new factions and their conflicts.



COMMAND & CONQUER
RED ALERT 3

**COMMAND
&
CONQUER**

COMMAND & CONQUER



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

****New Units and Structures**:** The expansion adds new units, abilities, and structures for both existing and newly introduced factions. This allows for greater strategic options and expands gameplay variety.



COMMAND & CONQUER



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

****Commander's Challenge Mode**:** A notable feature of "Uprising" is the Commander's Challenge mode, which presents players with a series of scenarios and missions to complete, often featuring unique challenges and constraints.

This mode tests players' skills against increasingly difficult enemies and scenarios.



COMMAND & CONQUER

COMMAND & CONQUER



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

****Enhanced Gameplay Mechanics**:** The expansion includes various enhancements to the game mechanics, such as improvements to the AI and new gameplay dynamics that add depth to strategy options.



**COMMAND
&
CONQUER**



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

****Return of Full Motion Video**:** "Uprising" continues the use of live-action full-motion video cut scenes, which feature new characters and story lines, maintaining the franchise's tradition of entertaining narrative presentation.



COMMAND & CONQUER



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

"Red Alert 3 – Uprising" received generally positive reviews, with many praising its addition of new content and challenges that enriched the overall experience of "Red Alert 3." Critics noted improvements in gameplay mechanics and the variety introduced through the Commander's Challenge mode.



COMMAND & CONQUER

COMMAND & CONQUER



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

However, some users felt that the expansion didn't significantly change the core gameplay experience and was more of an extension rather than a full standalone sequel.

Overall, "Uprising" is regarded as a valuable addition to "Red Alert 3," offering fans of the series more content and engaging challenges in the beloved alternative history setting.



COMMAND & CONQUER

COMMAND & CONQUER



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

"Command & Conquer: Red Alert 3 – Uprising," released on March 12, 2009, is an expansion pack for the original real-time strategy game.

It introduces a new single-player campaign focusing on the Soviet Union and the Empire of the Rising Sun, alongside new units, structures, and strategic options.



COMMAND & CONQUER



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

The notable Commander's Challenge mode offers players unique scenarios and increasing difficulties, while enhanced gameplay mechanics and improved AI provide a deeper experience.



COMMAND & CONQUER



GAMER



2009 – Command & Conquer: Red Alert 3 – Uprising

The expansion continues the use of live-action cut scenes, enriching the narrative.

Overall, "Uprising" received positive reviews for its added content and challenges, although some critics felt it was more of an extension than a major evolution of the original game.



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

2010 – Command & Conquer
4: Tiberian Twilight

"Command & Conquer 4:
Tiberian Twilight" is the
fourth main installment in
the long-running Command
& Conquer franchise,
released on March 16, 2010.

This game marks a
significant departure from
the traditional gameplay
mechanics of its
predecessors, presenting a
blend of new features and a
conclusion to the long-
standing Tiberium saga.

Class-Based Gameplay:** Tiberian Twilight
introduces a class-based system, allowing
players to choose from three different classes:
the Soldier, the Architect, and the Commander.

Each class has unique abilities and units,
encouraging varied play-styles and strategies.



COMMAND
&
CONQUER
TIBERIAN TWILIGHT



COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

2010 – Command & Conquer
4: Tiberian Twilight

****Base Mobile Units**:**
Instead of static bases,
players use mobile bases
called Mobile Construction
Vehicles (MCVs) that can be
deployed anywhere on the map.

This alters how players
approach building and
resource management
during matches.

****No Resource Gathering**:**

The game eliminates traditional resource
gathering. Instead, players earn points over
time, which can be spent on units and upgrades
during battles.

This shift emphasizes action and tactical
engagement over resource management.



COMMAND
&
CONQUER
TIBERIAN TWILIGHT



COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

2010 – Command & Conquer
4: Tiberian Twilight

****Dynamic Multiplayer Experience**:** Tiberian Twilight's multiplayer mode focuses on cooperative gameplay, where players can team up in missions or engage in competitive matches.

The game supports up to five players in co-op mode, introducing a team-based approach.

****Evolving Storyline**:** The game serves as a conclusion to the Tiberium storyline, presenting a narrative that wraps up the long-running conflict between GDI (Global Defense Initiative) and Nod (Brotherhood of Nod).

The game's storyline features both cinematic cutscenes and in-game dialogue to enrich the player experience.



COMMAND
&
CONQUER
TIBERIAN TWILIGHT



COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

2010 – Command & Conquer 4: Tiberian Twilight

****Enhanced Graphics and Engine**:** Tiberian Twilight features updated graphics and an improved game engine, allowing for better visuals and more dynamic environments compared to previous titles in the series.

"Command & Conquer 4: Tiberian Twilight" received a mixed response from critics and fans.

While some players appreciated the fresh changes and dynamic gameplay, many expressed disappointment with the departure from classic resource management and base-building mechanics that defined the earlier titles in the series.



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

2010 – Command & Conquer 4: Tiberian Twilight

The class-based system and emphasis on multiplayer co-op were generally praised, but some long-time fans felt that the game strayed too far from the traditional Command & Conquer formula.



Overall, Tiberian Twilight is recognized as a bold step in the evolution of the Command & Conquer series, aiming to innovate but also polarizing its fan base regarding its departure from beloved mechanics.

"Command & Conquer 4: Tiberian Twilight," released on March 16, 2010, is the fourth main game in the Command & Conquer series and concludes the Tiberium saga.

COMMAND
&
CONQUER
TIBERIAN TWILIGHT



COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

2010 – Command & Conquer
4: Tiberian Twilight

It introduces several
significant changes:

****Class-Based Gameplay**:**
Players can choose from
three distinct classes, each
with unique abilities,
promoting varied strategies.



****Mobile Bases**:** Players use Mobile
Construction Vehicles (MCVs) instead of static
bases, changing gameplay dynamics and
resource management.

****No Resource Gathering**:** The game removes
traditional resource gathering, focusing instead
on earning points over time to spend on units
and upgrades.



COMMAND & CONQUER

TIBERIAN TWILIGHT



COMMAND & CONQUER



GAMER

2010 – Command & Conquer 4: Tiberian Twilight

****Cooperative Multiplayer**:**
A cooperative multiplayer mode allows up to five players to team up in missions, enhancing team-based gameplay.

****Concluding Storyline**:** It wraps up the GDI and Nod conflict with an engaging narrative featuring cinematic cut scenes.

****Improved Graphics**:** The game boasts updated visuals and a better engine, enhancing the overall experience.

The reception was mixed; while some appreciated the innovations, others were disappointed by the departure from classic elements like resource management and base building, leading to polarization among fans regarding the game's direction.



COMMAND
&
CONQUER
TIBERIAN TWILIGHT



COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

2012 – Command & Conquer: Tiberium Alliances

"Command & Conquer: Tiberium Alliances" is a free-to-play massively multiplayer online real-time strategy game released in 2012.

Developed as part of the Command & Conquer franchise, it is set in the same Tiberium universe that has been explored in previous titles.

Players engage in real-time strategy gameplay while competing and cooperating with other players in a persistent online world.

They can build their own bases, gather resources, and form alliances.



COMMAND & CONQUER TIBERIUM ALLIANCES



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

2012 – Command & Conquer: Tiberium Alliances

****Base Building and Resource Management**:** Players construct and upgrade various structures within their bases, manage resources, and strategize to defend against enemy attacks, similar to classic RTS mechanics.



****Tiberium Harvesting**:** Just like previous Command & Conquer titles, players collect Tiberium, the primary resource in the game, to build and upgrade their armies and defenses.

****Units and Commanders**:** Players can create and manage armies of different units, each with unique abilities and attributes.

Commanders are key characters that can influence battles with special skills.

COMMAND & CONQUER
**TIBERIUM
ALLIANCES**

COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

2012 – Command & Conquer: Tiberium Alliances

****Alliances**:** Players can form alliances with others, which allows for collaboration in battles and resource sharing.

This feature emphasizes teamwork and strategic planning.



The game features both player versus environment (PvE) elements, where players can fight in missions against computer-controlled enemies, and player versus player (PvP) elements, where alliances battle against each other.

"Command & Conquer: Tiberium Alliances" received mixed to positive reviews. Players appreciated the return to the Tiberium universe and the strategic elements characteristic of the Command & Conquer series.

COMMAND & CONQUER
**TIBERIUM
ALLIANCES**

COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

2012 – Command & Conquer: Tiberium Alliances

However, some criticism arose regarding the free-to-play model, including concerns over monetization and pay-to-win elements, which may have affected the overall balance of gameplay.



Ultimately, Tiberium Alliances represented an attempt to modernize the franchise while exploring new gameplay dynamics in an online, strategic environment.

As the first foray of Command & Conquer into the MMO space, it opened new avenues for community engagement within the Tiberium narrative.

"Command & Conquer: Tiberium Alliances" is a 2012 free-to-play set in the Tiberium universe of the Command & Conquer franchise.

COMMAND & CONQUER
TIBERIUM
ALLIANCES

COMMAND
&
CONQUER

COMMAND & CONQUER



GAMER

*2012 – Command & Conquer:
Tiberium Alliances*

*It features real-time strategy
gameplay where players
build bases, gather
resources, and form
alliances in a persistent
online world.*



*The game received mixed to positive reviews,
with players enjoying its strategic aspects and
social elements, but some criticized its free-to-
play model for potential pay-to-win issues.*

*Overall, Tiberium Alliances aimed to
modernize the franchise and enhance
community engagement in the Tiberium
narrative.*



COMMAND & CONQUER
**TIBERIUM
ALLIANCES**



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

2020 – Command & Conquer Remastered Collection

The ****Command & Conquer Remastered Collection**** was released on June 5, 2020, and is a remaster of the classic real-time strategy games ****Command & Conquer**** (1995) and ****Command & Conquer: Red Alert**** (1996).



Developed by Petroglyph Games in collaboration with EA, the collection is designed to bring these iconic titles to modern platforms with updated graphics, quality-of-life improvements, and additional content.

****Enhanced Graphics and Audio****: The remaster features fully updated graphics, with support for higher resolutions, improved textures, and completely re-recorded audio.

Players can switch between the original and remastered graphics at any time during gameplay.

COMMAND & CONQUER

REMASTERED



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

2020 – Command & Conquer Remastered Collection

****Quality-of-Life**

Improvements:** The collection includes several modern conveniences such as a new user interface, improved controls, and customization options for gameplay.



These enhancements make it easier for new players to dive in while retaining the classic feel for veterans.

****Multiplayer Support**:** The remastered version includes updated multiplayer features, allowing players to compete online with other players, as well as support for LAN play.

****Enhanced Modding Support**:** EA provided tools and support for the modding community, allowing players to create and share custom content, which helps extend the life of the games.

COMMAND & CONQUER

REMASTERED



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

2020 – Command & Conquer Remastered Collection

****Bonus Content**:** The collection includes access to the original soundtracks, behind-the-scenes content, and previously unreleased missions, further enriching the package for fans.



****Campaigns and Missions**:** The remaster includes the campaigns from both Command & Conquer and Red Alert, with all expansions integrated into the experience, providing players with a comprehensive single-player experience.

The ****Command & Conquer Remastered Collection**** was generally well-received by both critics and fans.



COMMAND & CONQUER

REMASTERED

COMMAND & CONQUER

COMMAND & CONQUER



GAMER

2020 – Command & Conquer Remastered Collection

Many praised the graphical upgrades and quality-of-life improvements while retaining the core gameplay that made the original titles beloved.

The game was also noted for its nostalgia factor, as it successfully introduced the classics to a new generation of players.

However, some criticisms focused on the balance issues in multiplayer and certain design choices that some veteran players felt did not fully replicate the original experience.

Nevertheless, the collection was celebrated as a respectful homage to the legacy of the franchise, fulfilling the hopes of fans eagerly awaiting a return to the Command & Conquer universe.



COMMAND & CONQUER

REMASTERED



COMMAND & CONQUER

COMMAND & CONQUER



GAMER

2020 – Command & Conquer Remastered Collection

The ****Command & Conquer
Remastered Collection****,
released on June 5, 2020, is a
remaster of the classic real-
time strategy games
****Command & Conquer****
(1995) and ****Command &
Conquer: Red Alert**** (1996).



Developed by Petroglyph Games in
collaboration with EA, it features enhanced
graphics and audio, allowing players to switch
between the original and remastered visuals.

Key improvements include a modern user
interface, enhanced multiplayer support, and
robust modding tools.



COMMAND & CONQUER



GAMER

2020 – Command & Conquer Remastered Collection

The collection also includes bonus content, such as original soundtracks and previously unreleased missions.

The remaster was well-received, praised for its graphical upgrades and nostalgic appeal, successfully attracting both new and veteran players.



However, some critics pointed out balance issues in multiplayer and questioned certain design choices relative to the original games.

Overall, it served as a respectful tribute to the franchise's legacy, meeting the expectations of long-time fans.



COMMAND & CONQUER

REMASTERED



COMMAND & CONQUER